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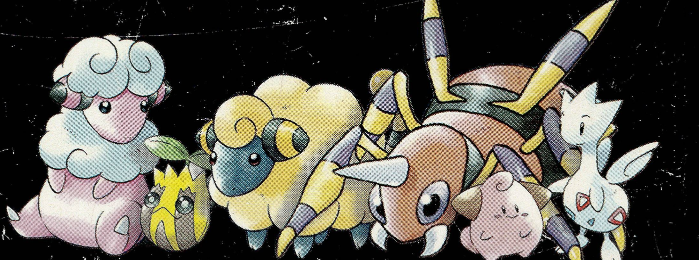
Route 32

How to Play Pokémon Gold and Silver



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ISBN 0-7615-3343-5

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VERSIONS
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Special thanks to:
Randy Shoemake, Cathy Huguenard, and Joel Simon.

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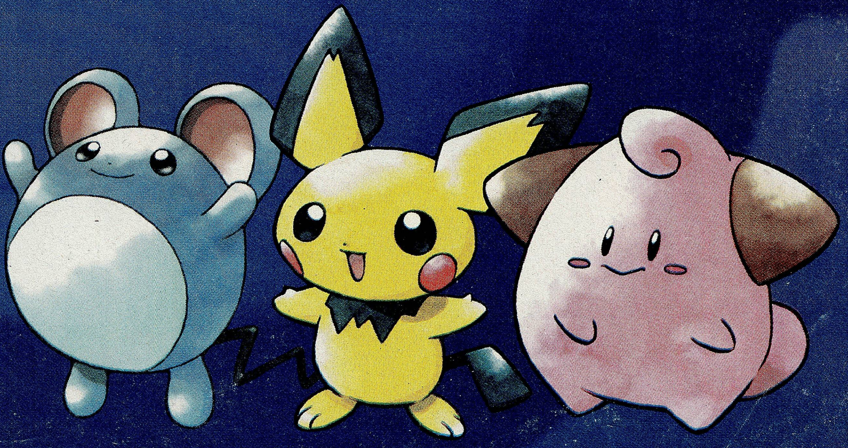
ISBN: 7615-3084-3
Library of Congress Catalog Card Number: 00-10434
Printed in the United States of America

00 01 02 03 BB 10 9 8 7 6 5 4 3 2 1

CONTENTS

How to Use This Guide 2
How to Play *Pokémon Gold* and *Silver* 4
Pokéguide 12
The Quick and Dirty Path 22
Johto Region Walkthrough 24
Kanto Region Walkthrough 119
All the Moves 165
All the Items 169



How to Use this Guide

You don't need to have played *Pokémon Red, Blue*, or *Yellow* to play and enjoy *Pokémon Gold* and *Silver*—but it does help! *Pokémon Gold and Silver* often refer to events from *Pokémon Red, Blue*, and *Yellow*. And you can expect to meet many characters from *Red, Blue*, and *Yellow* and even visit locations where the original game took place.

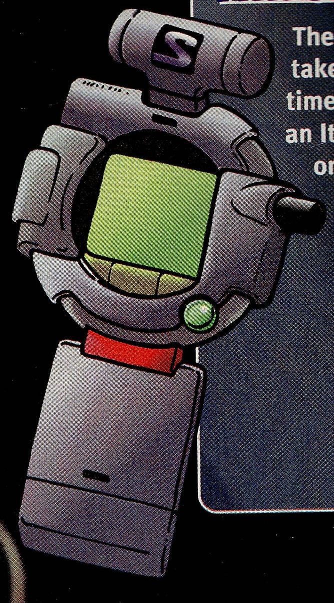
Three years have elapsed since the original Pokémon games, and you can expect to see many advances in all things Pokémon. *Gold* and *Silver* offer new features, items, and technologies that were previously unavailable in *Pokémon Red, Blue, and Yellow*. The game is now played in real time: when it's night where you live, it's night in the game. Researchers in the field of Pokémon have also discovered fun new ways to catch and evolve Pokémon, and have even created new gizmos for you to use in your quest. The following two sections cover all this in detail. You'll find a complete list of all items and skills in the back of this guide.

Pokémon Gold and *Silver* takes place in a whole new region of the Pokémon continent. In *Red, Blue, and Yellow* you explored the Kanto region of the continent; *Gold and Silver* opens up the Johto region. Refer to "The Quick and Dirty Path" for a brief walkthrough of the game's events. The walkthrough section of the guide covers specifics on areas in both Johto and Kanto regions.

To better understand the layout of those sections, read on.

Icons

Icons at the top of every new map section will help you identify the types of events that take place in that area and which moves you'll need.



Days of the Week and Times of the Day

These icons indicate that an event in this area takes place on a specific day or during a specific time of the day. To witness this event or receive an Item, you must return to the area on that day or during that time.

MORNING

DAY

NITE

SUN.	**SUNDAY**
MON.	**MONDAY**
TUES.	**TUESDAY**
WED.	**WEDNESDAY**
THURS.	**THURSDAY**
FRI.	**FRIDAY**
SAT.	**SATURDAY**

Moves

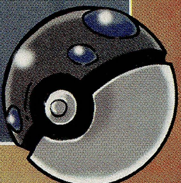
These icons indicate that you must have a Pokémon with one of the following moves to either complete the events or obtain all the Items that appear in that area.

- **HM01 (Cut)**
- **HM03 (Surf)**
- **HM04 (Strength)**
- **HM05 (Flash)**
- **HM06 (Whirlpool)**
- **HM07 (Waterfall)**
- **TM08 (Rock Smash)**

Miscellaneous Items

These icons indicate events you can participate in—such as trading Pokémon or getting a Trainer's phone number—or specific Key Items you'll need to complete an event.

- **Get a Trainer's Phone Number**
- **Trading Event**
- **Rival Battle**
- **Key Item**



NOTE

Items in an area are shown on the map by numbered boxes. These correspond to numbered Items in the list alongside the map. In dungeons and other multistoried buildings, lettered boxes correspond to connections between stairs and teleporters.

Poké Ball Events

Poké Balls indicate important events in an area! Refer to the corresponding Poké Ball box beside the map for information about events that take place in that location.

Trainer Information

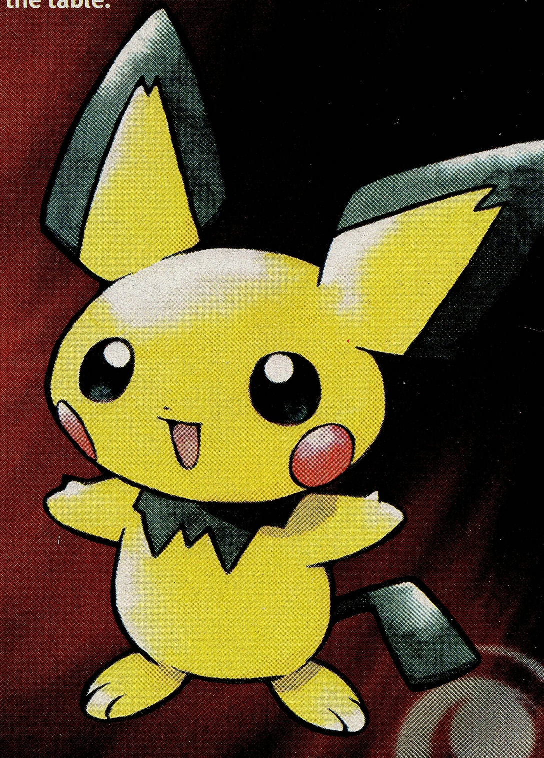
In map areas where there are Trainers to defeat, whether on the side of the road or in the gyms, a Trainer Information table provides information for each Trainer in the area, including their name, type, and Pokémon. An asterisk after the Trainer's name indicates that you can exchange phone numbers after you defeat him or her.

Wild Pokémon

Where you can capture Wild Pokémon, tables show which Pokémon appear in the *Gold* and *Silver* versions, and during which of the three time periods. Pokémon shaded green are those you can find on land, in grassy areas. Pokémon shaded blue are found in water. You can catch them by Surfing or Fishing.

Pokémon you can catch when Surfing are shown the same way as Pokémon you can catch on land, including the rarity and level of Pokémon you can catch at certain times.

If other Pokémon are present, a note to that effect appears beneath the table.

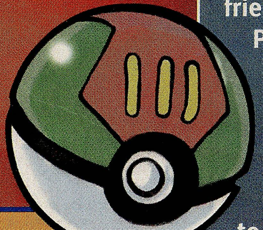


How to Play Pokémon Gold and Silver

If you've played *Pokémon Red*, *Blue*, or *Yellow*, you already have a good idea how to play *Gold* and *Silver*. This section provides important details about the *Gold* and *Silver* versions. Read it through: you're sure to find this information useful in your quest to become the world's greatest Pokémon Trainer!

Getting Started

A young boy dreams of becoming a Pokémon Champion. His passport to the Elite Four is signed by Prof. Elm, a Pokémon researcher who specializes in Pokémon Evolution. When Prof. Elm's friend, Mr. Pokémon, finds a strange Pokémon Item at a nearby Day-Care, Elm calls on you to rush over and retrieve it. Accompanied by one of Elm's new, rare Pokémon, you begin the adventure of a lifetime.



New Bark Town is the closest thing to home base in the game. It's the landed portal to the old familiar Kanto area (in Japanese, the word *kanto* means "west"), and you'll want to return there from time to time to see whether Prof. Elm has new Items for you, to visit the "Bank of Mom," and to decorate your room with things from your mom's many shopping trips.

A significant difference between *Pokémon Gold* and *Silver* and earlier Pokémon games is that everything now happens in real time. The first step in starting a new game is to set the time of day (hour and minutes). Next, Prof. Oak appears and welcomes you to the world of Pokémon. Select your character's name from the list (or enter another of your choice). Then head downstairs, collect your PokéGear from mom, set the day of the week, and indicate whether or not Daylight Savings Time is in effect.

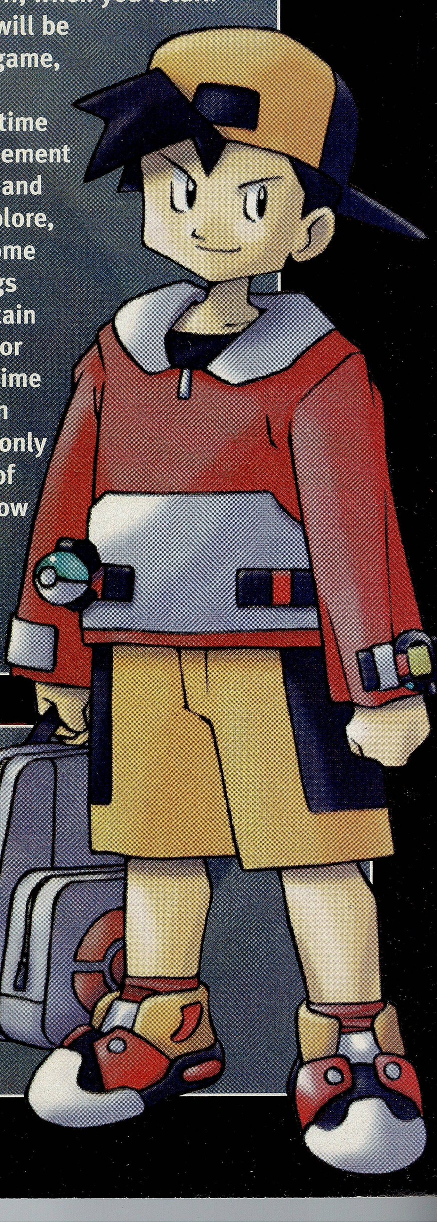
After you do this, the internal "clock" in your *Pokémon Gold* or *Silver* Game Pak will keep real-world time: if you start playing your game in the morning, and then shut it off, when you return in the evening it will be nighttime in the game, as well!

The passage of time is an important element of *Pokémon Gold* and *Silver*. As you explore, you'll find that some events or meetings occur only on certain days of the week or within a specific time range. And certain Pokémon appear only at specific times of day. You must know not only where to find them, but *when!*

NOTE

In winter, residents of most U.S. States change the time on their clocks to "Daylight Savings Time" to help them adjust to the sun's lower position during that season and give them more time to work and play in daylight during the shorter days. Daylight Savings Time begins the last Sunday in October and ends the first Sunday in April. When Daylight Savings Time begins or ends, you can change the game clock by returning to your home in New Bark Town and talking with your mom.

After you get your PokéGear from your mom, visit Prof. Elm in his Lab. He and his assistant are busy, so they ask you to run an errand to Mr. Pokémon's House on Route 30. Choose one from among three new Pokémon and set out. As in *Pokémon Red*, *Blue*, and *Yellow*, you may not purchase or use Poké Balls until after you complete the errand. Because you're sure to engage in random battles with Wild Pokémon, Elm's assistant gives you a Potion to heal your Pokémon's wounds.

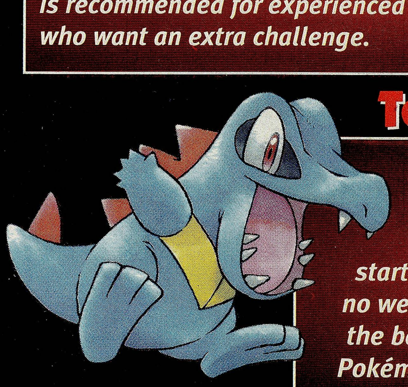


Which Pokémon Should You Choose..?

Chickorita

A Grass-type Pokémon with girlish looks, Chikorita is the most challenging of the three starting Pokémon. It's not particularly strong against any of the Pokémon you'll encounter in the first part of the game (in fact, it's extremely weak against most of the Gym Pokémon!), so you must spend a lot of time leveling it up and building a team of support Pokémon. Chikorita is recommended for experienced Pokémon Trainers or players who want an extra challenge.

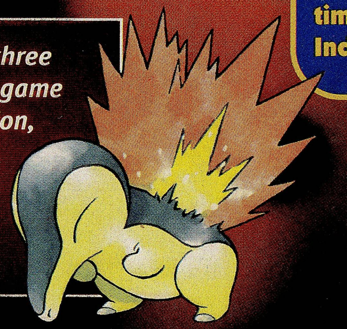
Totodile



This Water-type Pokémon is a good, all-around choice for a starting Pokémon. Its greatest strength lies in its flexibility. Of the three starting Pokémon, it can use the most HMs and has no weaknesses against the Pokémon you encounter in the beginning of the game. This is a great Starting Pokémon for any player.

Cyndaquil

Known for its fiery quills, this Fire-type is the strongest of the three starting Pokémon. In fact, you can make it through most of the game on the strength of this Pokémon alone. (Its final form, Typhlosion, is extremely powerful!) Choose Cyndaquil if you're playing the Silver version and your Typhlosion and Lugia will take out the Elite Four easily! Cyndaquil is the best choice for new players and those who want to speed through the game.



TIP

We learned that the testers at Nintendo of America use teams of Typhlosion (third form of Cyndaquil), Lugia, Ampharos (third form of Mareep), and Graveler/Golem (second and third forms of Geodude) to get through the game quickly. Consider using this sort of team if you're looking to do the same. Remember, you must be playing the *Silver* version to get Lugia in time for the challenge at Indigo Plateau!

Using your new PokéGear

All would-be Pokémon Trainers now carry a new technology called PokéGear. Use this revolutionary device to check the day and time and to communicate with Prof. Elm, your mom, and up to 10 other Trainers you can exchange phone numbers with. The PokéGear's additional expansion slots accommodate add-ons such as a Town Map and a Radio, once you receive the proper expansion cards.

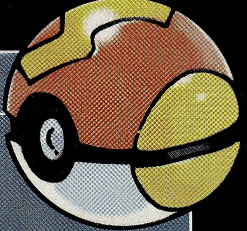
NOTE

The memory in your PokéGear will only allow you to store 10 different Trainer's phone numbers. Once you reach this limit, you must delete an existing Trainer's phone number prior to storing another number.

NOTE

After you complete the quest in Johto, Kanto becomes available for you to explore. The Town Map feature of your PokéGear displays which region you currently reside in.

Item Storage



A cool feature of your new Backpack is its ability to store items in separate pockets. Each of its four pockets allows you to store different objects.

The left pocket is for items such as Potions, Antidotes, and Berries that you find along your journey, purchase in Poké Marts, or receive from Trainers or townspeople. You may store up to 18 different Items in this pocket.

Deposit the TMs and HMs you collect in the Backpack's right-hand pocket. Remember, you may use HMs over and over, but TMs disappear once you assign them to a Pokémon. You may purchase some TMs in Poké Marts, but most you'll find as you explore.

Key Items such as the Bicycle, Fishing Rods, and other things too large for the smaller pockets go into the main pocket. The last pocket is for storing Poké Balls, including the special ones Kurt in Azalea Town makes for you.

On the Field

Once you've chosen your starting Pokémon, it's time to begin your quest. As in the previous games, *Gold* and *Silver* is a game of capturing, collecting, and trading Pokémon. But until you get your hands on some Poké Balls, you can't capture any Wild Pokémon you find.

Battling

Wild Pokémon lurk in many places, including areas of tall grass on and around many routes, in deep, dark caves, and even in ponds and lakes.

As you travel over various types of terrain, you'll encounter a number of Wild Pokémon. When you do, a battle will commence. After you send out your lead Pokémon, the Pokémon you're battling against will exchange attacks as you issue commands to your lead Pokémon. During each round you may choose from options that range from attacking to using an Item from your Backpack to fleeing altogether. The following sections provide details on each choice.

Fight

The Fight option allows you to issue a command from among the moves your Pokémon has learned. You may use each move only a certain number of times (as noted by its PP level) between visits to the Pokémon Centers, where you may heal your Pokémon fully.

Pkmn

You may call back your battling Pokémon and send out another from among the Pokémon you carry. Remember, you may carry up to six Pokémon at once.

Pack

Use this option to choose items from your Backpack. Berries, Antidotes, Potions and the like will allow you to heal your Pokémon so they can continue fighting.

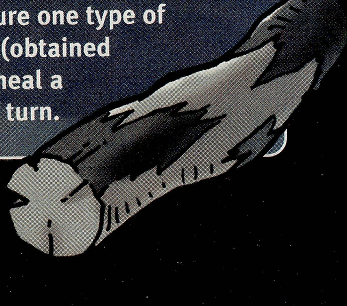
Run

As long as you're not fighting another Trainer or Gym Leader, you may use this option to attempt to retreat from battle. Success depends on the level and condition of your battling Pokémon compared to the level of the Pokémon it's fighting.

Status Anomalies

Opponents' Special Attacks during battle can render your Pokémon unable to fight, or at least impair its fighting ability. Although your Pokémon will recover automatically after the battle ends, some status changes, such as Sleep and Paralyze, can last long afterward. Poison will even continue draining your Pokémon's HP with each step you take!

When this occurs, take care of the problem immediately using an Item to help the Pokémon recover. If you don't possess the proper Item, make your way to a Pokémon Center right away! Many Berries will cure one type of Status Anomaly, but the Miracle Berry (obtained through the Mystery Gift feature) will heal a Pokémon of all its illnesses in a single turn.



Playing Strengths Against Weaknesses

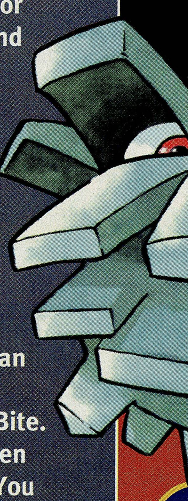
In *Pokémon Gold* and *Silver*, you can increase the damage you inflict on opposing Pokémon simply by playing strengths against weaknesses.

It's been said again and again that a well-balanced party is the key to success in Pokémon. Usually this means including Pokémon of many types. For example, a well-balanced party might include Fire, Water, Grass, Electric, Psychic, and Rock families. Such variety virtually guarantees a Trainer Pokémon that is strong against opposing Pokémon of any type.

But having a well-balanced team goes beyond just type. It's equally important to consider your Pokémon's moves. After all, an Electric Pokémon with only Lightning-type skills will be strong against only Pokémon much weaker in levels, or who are Water- or Flying-types. Pit that Pokémon against hybrids such as Gligar (Flying/Earth) or Quagsire (Water/Earth), or against any Earth, Electric, Grass, or Dragon Pokémon, and you'll likely find yourself in a losing battle.

Teaching your Pokémon a variety of moves is important when building your team. Often you can teach your Pokémon moves it would be weak against normally. This is especially true in the case of Pokémon who change type when they evolve. For example, if your Eevee evolves into an Espeon after L30, there's a good chance it will know the Dark move, Bite.

Refer to the Compatibility chart when you choose your Pokémon's moves. You want to teach not only strong moves, but also a variety of types of moves. For example, when training a Psychic Pokémon such as Espeon, teaching it move types other than just Psychic-type attacks will increase its versatility in battle.



TIP

A Pokémon holding a Berry will use it automatically when the need presents itself. You needn't sacrifice a turn.

Messages and Their Meanings

As your Pokémon fight, messages such as "It's super effective!" may appear onscreen. These messages indicate whether the attacks you're using are effective against the opposing Pokémon. The following chart explains how this damage multiplier works.

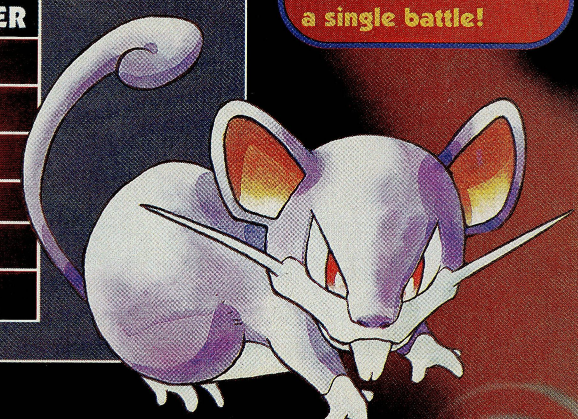
For instance, if you're attacking with a Water Pokémon using a Water-based attack, the attack will inflict 1.5 times the damage it normally would if you used it with another Pokémon type (such as a Grass Pokémon).

ATTACK STRENGTHS

MESSAGE	DAMAGE MULTIPLIER
"It's super-effective!"	x2
No Message	x1
"It's not very effective."	x .5
"It has no effect."	x0
"A Critical Hit!"	x2
Pokémon is same type as move used.	x1.5

CAUTION

Some moves, such as Thrash, can Confuse your Pokémon after use. Plan ahead in case you must face multiple enemies during the course of a single battle!



The Art of Compatibility

Each Pokémon has its own strengths and weaknesses. The following chart will help you determine which Pokémon type you should use when fighting another.

COMPATIBILITY MATRIX

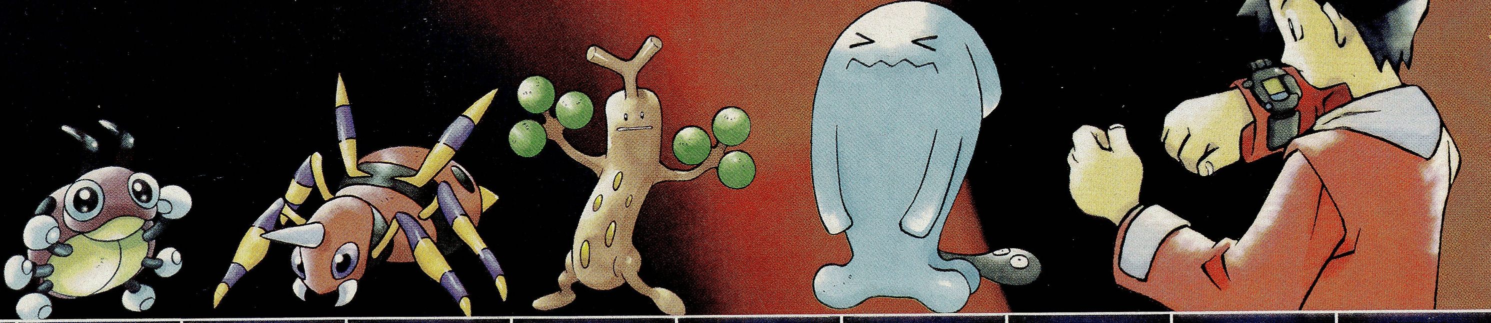
	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON
NORMAL								
FIRE		▲	▲		●	●		
WATER		●	▲		▲			
ELECTRIC			●	▲	▲			
GRASS		▲	●		▲			▲
ICE		▲	▲		●	▲		
FIGHTING	●					●		▲
POISON					●			▲
GROUND		●		●	▲			●
FLYING				▲	●		●	
PSYCHIC							●	●
BUG		▲			●		▲	▲
ROCK		●				●	▲	
GHOST	X							
DRAGON								
DARK							▲	
STEEL		▲	▲	▲		●		

● = "It's super-effective!" ▲ = "It's not very effective." X = "It has no effect."

Physical Attacks vs. Special Attacks

Earlier versions of Pokémon featured Attack, Defense, and Special statistics. In *Gold* and *Silver*, the Special category breaks down into its own Attack and Defense stats. Attack and Defense stats deal specifically with Physical attacks (listed in the following Physical Attack Type list). Special Attack and Defense stats now deal specifically with Special Attacks (listed in the following Special Attack Type list).

Obviously, a Pokémon's stats in these areas determines how effective certain attacks will be and how well the Pokémon will resist other attacks. Keep this in mind when putting your Pokémon into battle situations where you know what types of attacks the opponent Pokémon are likely to use.



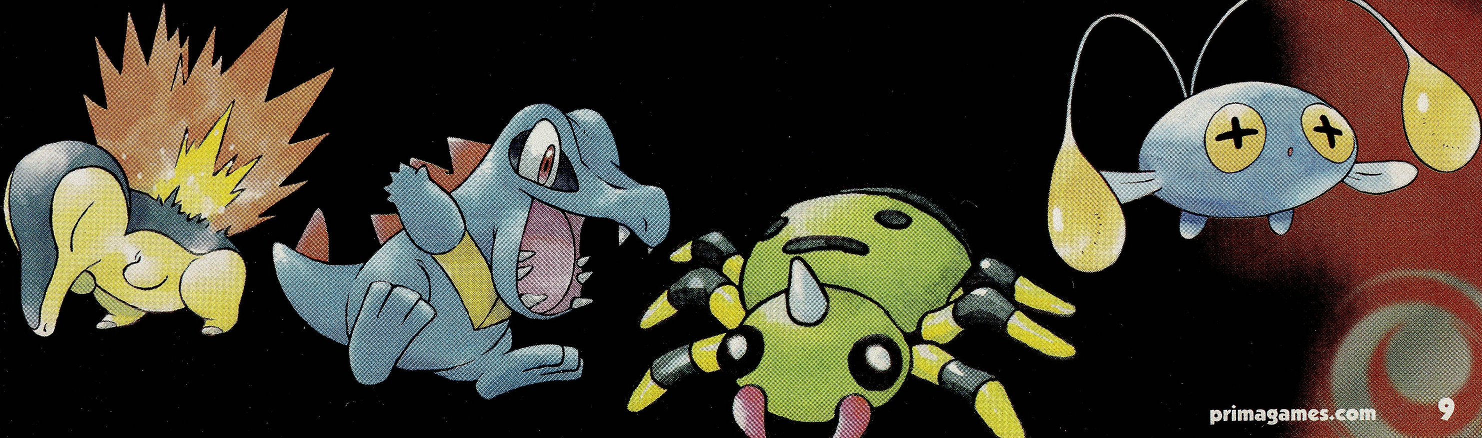
GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
				▲	X			▲
			●	▲		▲		●
●				●		▲		
X	●					▲		
●	▲		▲	●		▲		▲
●	●					●		▲
	▲	▲	▲	●	X		●	●
▲				▲	▲			X
	X		▲	●				●
			●	▲				▲
		▲					X	▲
	▲	●			▲		●	▲
▲	●		●					▲
		●			●		▲	▲
						●		▲
		●			●		▲	▲
				●				▲

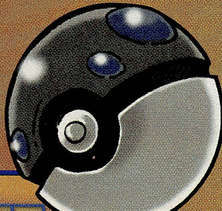
Physical Attack Types

Bug	Ghost	Poison
Fighting	Ground	Rock
Flying	Normal	Steel

Special Attack Types

Dark	Fire	Psychic
Dragon	Grass	Water
Electric	Ice	





NOTE

Weakening the Pokémon you're trying to capture won't guarantee you'll catch it. In fact, a Poké Ball may rock up to three times and a Pokémon can still break free. You may be disappointed when this happens, but remember—it's all part of the game, and true Pokémon Trainers don't give up easily!

Capturing Pokémon

To become the world's greatest Pokémon Trainer, you must enlist the services of Pokémon other than the one you start with, and you must capture these using Poké Balls. Because most Pokémon are pretty energetic, they'll easily break free from any Poké Ball you throw at them unless you weaken them first. Until your Pokémon learn moves to put a Wild Pokémon to Sleep or otherwise subdue it, the most effective way to capture one is to fight and wear it down.

Don't overdo it, though, or you may accidentally defeat the Pokémon you're trying to capture when it Faints, ending the battle. Once you've reduced the target Pokémon's health points to the point where its health bar turns red, you'll need to switch tactics and to start tossing Poké Balls.

When you start out, standard Poké Balls work just fine. As you progress through the game, however, you'll find that different types have different success rates. And, depending on the abilities and level of the Pokémon you want to capture, you must use the appropriate Poké Ball to improve your chances.

Other Ways to Capture Pokémon

In addition to random encounters as you explore tall grass, dark caves, and bodies of water, you'll find other ways to collect Pokémon. They include:

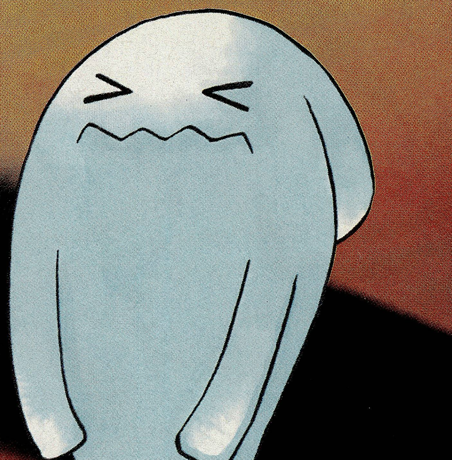
- *Once you get a fishing pole, simply cast your line to any body of water and fish 'til the cows come home!*
- *Participate in events such as the Bug-Catching Contest in National Park.*
- *Use moves such as Rock Smash and Headbutt to flush out hidden Pokémon.*

Using the Hidden and Technical Machines

With each Gym Leader you defeat, you gain the ability to use one of seven Hidden Machines ("HMs"). These special machines allow your Pokémon to learn moves they can use both in battle and to help negotiate various types of terrain during your trek.

HM FIELD ABILITIES

MOVE	ABILITY
CUT (HM1)	Slice through shrubbery to create a path.
FLY (HM2)	Take to the skies and instantly travel to any city you've visited.
SURF (HM3)	Travel across water.
STRENGTH (HM4)	Move even the largest boulder.
FLASH (HM5)	Light up even the darkest cave.
WHIRLPOOL (HM6)	Calm swirling waters so you can pass over them.
WATERFALL (HM7)	Travel past even the tallest waterfall.



OTHER ABILITIES

Your Pokémon may use the following moves outside of battle.

MOVE	ABILITY
ROCK SMASH	Reduce large, cracked boulders to rubble (and find something underneath!).
HEADBUTT	Shake any tree you face (and "loosen up" something above!).
DIG	Tunnel out of any cave.
SWEET SCENT	Attracts Wild Pokémon, increasing the frequency of random battles.
SOFTBOILED	Distributes 1/5 HP of Pokémon using the move among the party's other Pokémon.
MILK DRINK	Distributes 1/5 HP of Pokémon using the move among the party's other Pokémon.

Trading Pokémon

Using the Game Link® (sold separately), you can trade your captured Pokémon with your friends. After a certain point in the game, you can even trade with friends who have *Red*, *Blue*, or *Yellow* versions. Although the Pokémon you can trade from *Gold* and *Silver* to *Red*, *Blue*, and *Yellow* are limited, they come with bonuses—Items attached from the earlier versions of the game.

Attaching Objects

In *Pokémon Gold* and *Silver*, Pokémon can hold objects! This enables you to do wonderful things, such as trade your Pokémon with a personalized letter attached. And when you attach a Berry to a Pokémon, the Pokémon can use it automatically during a battle to restore lost hit points, or to cure a status anomaly, such as Poison or Confusion.

Apricorns—Kurt's Gift to the Pokémon Trainer

When you reach Azalea Town, you'll encounter Kurt, who can make extra-special Poké Balls from hollowed-out Apricorns in only 24 hours. However, he can work on only one at a time.

Pokéguide

In the three years since *Pokémon Red*, *Blue*, and *Yellow's* appearance, Pokémon research has really taken off, and many new things have been discovered about the care and capture of Pokémon.

Capturing Pokémon

Successful Pokémon Trainers know all the tricks of the trade when it comes to capturing Pokémon. They know where to go and which tools to use. The basics haven't changed much since the days of *Pokémon Red*, *Blue*, and *Yellow*, and if you were good at capturing Pokémon then, you'll have no problem now. But because some new ways of finding Pokémon were discovered recently, it's a good idea to go over the process again.

Exploring the Tall Grass

The most common method of catching Pokémon is simply to walk through areas where the grass is long and shaggy. Wild Pokémon love to hide where they can't be easily seen, and long grass fits the bill. However, you have no control over when you'll encounter a Wild Pokémon in the long grass, so be cautious: if your Pokémon is too weak and injured for battle, keep off the grass!

Surfing

If you can catch land- and air-dwelling Pokémon while walking in the grass, you should be able to catch certain shallow-swimming Pokémon when you surf. The number of Pokémon you encounter this way is limited (20 Pokémon in all), but they do make travel over water more interesting. You'll need HM03 (Surf), the Fog Badge (from the Ecruteak City Gym), and a Pokémon capable of learning Surf.

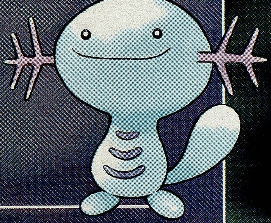
Pokémon You Can Catch While Surfing

Dratini
Goldeen
Golduck
Grimer
Gyarados
Horsea
Magikarp
Mantine (Gold only)
Muk
Poliwag
Poliwhirl
Psyduck
Quagsire
Seadra
Seaking
Slowbro
Slowpoke
Tentacool
Tentacruel
Wooper

Fishing

To fish for Pokémon, you need only a fishing rod. Three rod types are available; each allows you to catch different Pokémon types at different levels. The Old Rod, found at the Pokémon Center on Route 32, is the weakest fishing rod. It allows you to capture Poliwag, Tentacool, Krabby, Goldeen, and Magikarp at L10. You receive the Good Rod in Olivine City. It more than doubles the number of Pokémon you can catch–Poliwag, Tentacool, Krabby, Horsea, Goldeen, Magikarp, Gyarados, Dratini, Shellder, Staryu, and two others, at L20.

The Super Rod you find on Route 12 in the Kanto region, allows you to catch all the fish in the waters, usually at L40. In addition to the foregoing Pokémon, you can catch Tentacruel, Seadra, Seaking, Dragonair, Kingler, Qwilfish, Remoraid, and another special Pokémon.



Headbutting

Headbutting is a new way to capture Pokémon. It allows you to use TM02 (Headbutt), found in the Ilex Forest, outside battle to shake Pokémon loose from a certain type of tree that appears only in the Johto region. It comes in two varieties–Forest Trees and Mountain Trees. Tree type dictates which Pokémon appear.

The Pokémon marked with asterisks in the following table don't appear everywhere you'll find Forest or Mountain Trees. Search around (or read Chapter 5 closely) to find those rare Pokémon.

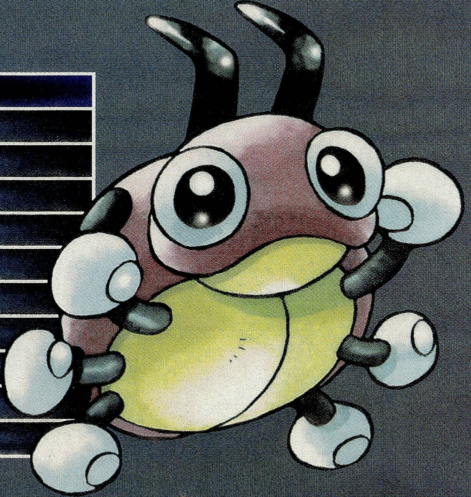
POKÉMON FOUND WHILE HEADBUTTING TREES

	GOLD VERSION	SILVER VERSION
Forest Trees	Caterpie	Weedle
	Metapod *	Kakuna *
	Butterfree	Beedrill
	Exeggcute	Exeggcute
	Pineco *	Pineco *
Mountain Trees	Aipom	Aipom
	Heracross *	Heracross *
	Spearow	Spearow

*These Pokémon appear in special locations.

WHERE TO FIND TREE TYPES

FOREST TREES	MOUNTAIN TREES
Route 27	Route 29
Route 34	Route 30
Route 35	Route 31
Route 36	Route 32
Route 37	Route 33
Route 38	Route 42
Route 39	Route 43
Azalea Town	Route 44
Ilex Forest	–
Lake of Rage	–



Rock Smash

Rock Smash (TM08) combines the obstacle-removing power of HM04 (Strength) with the Pokémon-disturbing effect of TM02 (Headbutt). In effect, it allows you to crush certain types of boulders to find Pokémon. Unfortunately, there are only two Pokémon types you can find by Rock Smashing boulders–Shuckle and Krabby. Of the two, Krabby is the easiest to find. Shuckle appear only under rocks on Routes 40 and 41 and on the outskirts of Cianwood City.

The Day and Nite Factor

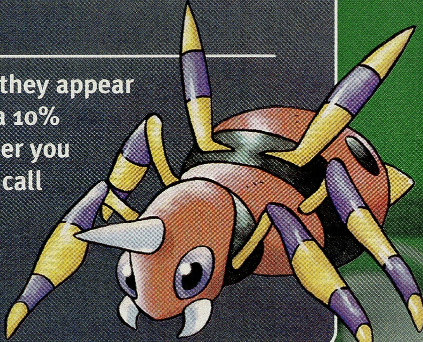
Certain Pokémon appear in the wild only at certain times of day. To catch the owl-like Hoothoot, you must seek it in the dark of nite. To capture the plant-like Hoppip, which requires the light of day to grow, look during the morning or afternoon. Usually, you can catch Pokémon who live in caves or other dark places at any time of the day.

Day-nite restrictions apply only to capturing Pokémon and don't dictate when you can use a Pokémon after you catch it. They don't even affect a Pokémon's effectiveness. A Hoothoot is no more powerful at night than during the day, for example.

In-Season Pokémon

Some rare Pokémon appear more often when they're "In-Season." Moreover, you'll find Trainers in Johto who know exactly when a Pokémon is In-Season and when it isn't. If you battle one of those Trainers and win, you can exchange phone numbers, and then at some later time you'll get "the call."

The most familiar seasonal Pokémon is, of course, that blue mouse, Marill. Marill live in Mt. Mortar and when they're not In-Season, they appear very infrequently (less than a 10% chance of appearing). But after you get that all-important phone call from a certain Trainer at the top of Route 45, you can find them easily.

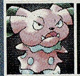
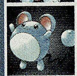


It works this way: once you've exchanged phone numbers with another Trainer, you can expect a call every hour or two. The game randomly determines which Trainer makes the call (if you have more than one number saved in your PokéGear) and which call type you'll get–either "My Pokémon are looking awesome" or "Let's battle again!" After you exchange phone numbers with a Trainer who can tell you about In-Season Pokémon, that call is added to the list of random choices. The quickest way to get an In-Season call, then, is to make that Trainer's phone number the only one listed in your PokéGear.

You have roughly 30 minutes from the time you get an In-Season call to get to the right location and catch that Pokémon. Because the clock in *Pokémon Gold* and *Silver* runs in real time, you can't just save the game after you get a call and expect the timer to keep counting when you return.

In-Season Pokémon

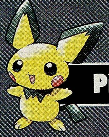
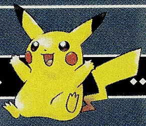
The following Pokémon appear seasonally

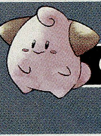
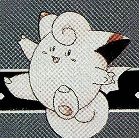
	POKÉMON NAME	LOCATION	TRAINER LOCATION
?	Qwilfish	Route 32 (Fish)	Ralph, Route 32
?	Dunsparce	Dark Cave (Violet City Side)	Anthony, Route 33
?	Yanma	Route 35	Arnie, Route 35
	Snubbull	Route 38	Chad, Route 38
	Marill	Mt. Mortar 1F-2F	Parry, Route 45
?	Remoraid	Route 44 (Fish)	Wilton, Route 44

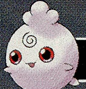
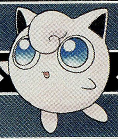
Baby Pokémon

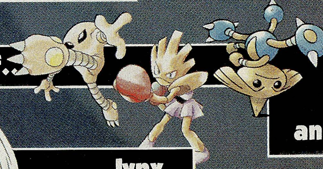
Baby Pokémon have also been discovered in *Pokémon Gold* and *Silver*. These represent the unevolved, earliest stage of some of your favorite Pokémon from *Pokémon Red*, *Blue*, and *Yellow*. Except for Tyrogue and Togepi, you can't win Baby Pokémon in an event or capture them in the wild. Instead, you must breed two Pokémon at Day-Care and then hatch them from a Pokémon Egg. (Refer to the following section for more information on breeding Pokémon).

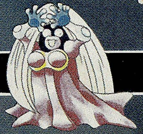
The following Baby Pokémon have been discovered!

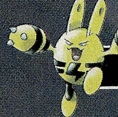
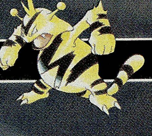

Pichu is the pre-evolutionary form of...

...Pikachu.

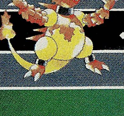

Cleffa is the pre-evolutionary form of...

...Clefairy.

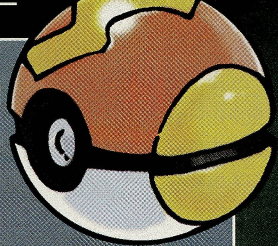

Igglybuff is the pre-evolutionary form of...

...Jigglypuff.

Tyrogue is the pre-evolutionary form of...

...Hitmonlee, Hitmonchan, and Hitmontop.

Smoochum is the pre-evolutionary form of...

...Jynx.


Elekid is the pre-evolutionary form of...

...Eletabuzz.

Magby is the pre-evolutionary form of...

...Magmar.



The Poké Ball Round-up

A whole new group of handmade Poké Balls have been added to the Pokémon Trainer's arsenal. This vast number of new Poké Ball types makes it easy to get confused about which Poké Ball you should use in which situation. Here's some help in sorting it all out.

Purchased Poké Balls

In the shops located in Johto and Kanto, you can purchase three kinds of Poké Balls–Poké Balls, Great Balls, and Ultra Balls. They differ only by price and efficiency. But although an Ultra Ball will usually capture more Pokémon more efficiently than a Poké Ball, that's not always the case. For example, it's entirely possible to catch a L70 Lugia with a Great Ball while being unable to capture a L5 Unown with an Ultra Ball.

You must decide for yourself which Poké Balls to buy. If you always have good luck with Ultra Balls and you have the money to spend, go for it. But if you have an equal amount of luck with Great Balls, you can save a lot of money by buying them instead, or purchasing a combination.

Specialty Poké Balls

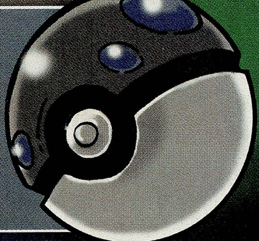
The number of specialty Poké Balls has increased from one (the very rare Master Ball) to eight. When you get to Azalea Town, you'll meet a man named Kurt who can transform the colored Apricorns into awesome Poké Balls.

First collect Apricorns of various colors from their respective trees in the Johto region. Then pay Kurt a visit. He can create a single Poké Ball every 24 hours, so, if you plan to lay in a supply of a certain type, you'll need to plan far in advance.

The Apricorn you give Kurt determines the type of Poké Ball he makes. Refer to the following table to learn which Apricorn makes which Poké Ball type.

Apricorn Conversions

APRICORN	LOCATION	SPECIAL POKÉ BALL
BLK Apricorn	Route 37	Heavy Ball
BLU Apricorn	Route 37	Lure Ball
GRN Apricorn	Route 42	Friend Ball
PNK Apricorn	Route 42	Love Ball
RED Apricorn	Route 37	Level Ball
WHT Apricorn	Azelea Town	Fast Ball
YLW Apricorn	Route 42	Moon Ball



How to Use the Specialty Poké Balls

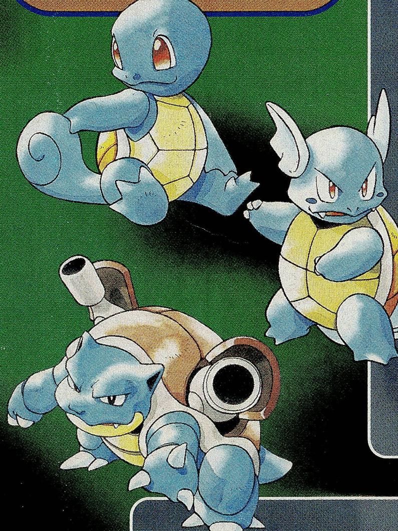
You can greatly improve your chances of catching a certain Pokémon if you use the correct Poké Ball in the right situation. The following table explains when to use each of Kurt's Poké Balls.

BALL NAME	USE	POKÉMON EXAMPLE
FAST BALL	Capture Pokémon with high Speed ratings.	Entei, Raikou, and Suicune
FRIEND BALL	The Pokémon you capture with this starts out liking and trusting you. This ball is great for capturing Pokémon who evolve further after their Happiness rating reaches a certain point.	Chansey, Golbat
HEAVY BALL	Capture larger-than-average Pokémon.	Snorlax, Onix, and Chansey
LEVEL BALL	Capture Pokémon of significantly lower levels than your lead Pokémon. It's fun to use this Poké Ball on Pokémon such as the Legendary Pokémon, and even Ho-oh or Lugia, if your lead Pokémon's level is at least double theirs.	–
LOVE BALL	Capture a Pokémon whose gender is opposite your lead Pokémon's.	–
MOON BALL	Improve your chances of catching Moon Stone-evolved Pokémon.	Clefairy, Jigglypuff, Nidorina, Nidorino

The Master Ball is the ultimate Poké Ball, and the rarest. You get a single ball as a reward for completing the Johto Pokémon Gym Challenge and you have the opportunity to win one every week through the Lucky Number Contest. Master Balls allow you to capture any Pokémon in the game with 100 percent success.

NOTE

If you've played Pokémon before, you already know that some Pokémon evolve and some don't. This section deals with the Pokémon that do evolve into different forms.



Evolving Pokémon

Once you've caught a Pokémon, you'll probably want to evolve it into a stronger form (if possible). Again, you should consider some new discoveries in this area of Pokémon Research.

Evolving the Hard Way

The usual way to evolve Pokémon is by leveling up. Pokémon rise in levels as they accumulate experience points in battle. Obviously, the more a Pokémon battles, the more experience points it gains and the more rapidly its level increases.

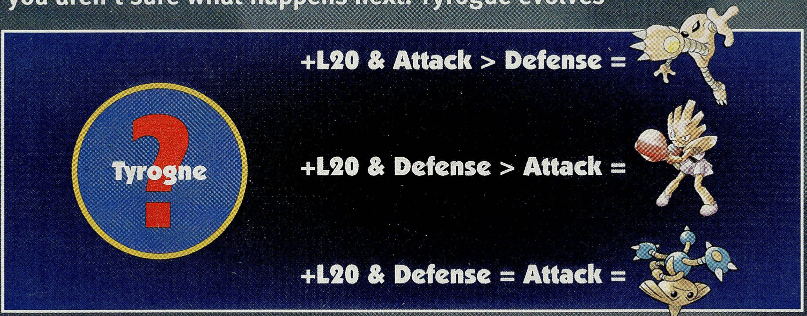
To level up a Pokémon that's weaker than the other Pokémon around (either in the wild or belonging to other Trainers), you can use the standard bait-and-switch training method: Because experience points from battle are divided equally among the participants, you should put your weak Pokémon-in-training at the top of your Active Pokémon list (making it your lead Pokémon), and then exchange it for another, stronger Pokémon during the battle's first round. This way, it earns a share of the experience without getting harmed.

Now you can equip your experience-starved Pokémon with the Exp. Share item, as well. This guarantees the wearer one-half the experience earned in any and all battles, without setting one little foot in the battle arena. Thus, you needn't sacrifice the first turn of battle to the exchange of Pokémon.

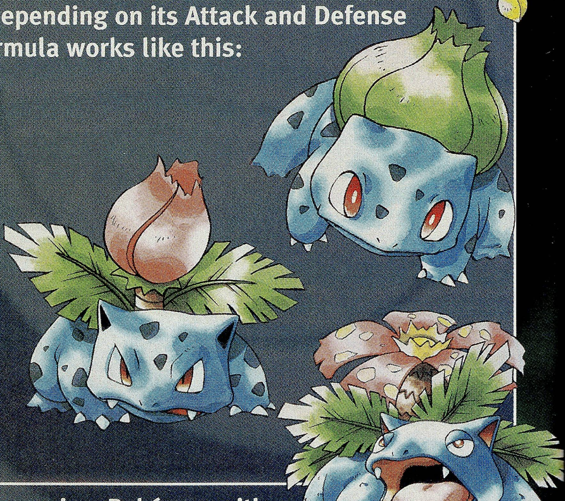
Or find a Wild Chansey and steal its Lucky Egg. Attach it to your Pokémon to double the experience points it receives in battle! Now if only you could attach two items at once!

A Special Evolution

So you got the Tyrogue from King Karate in Mt. Mortar–or you bred one using a Hitmonchan or Hitmonlee from *Pokémon Red*, *Blue*, and *Yellow*–and you aren't sure what happens next. Tyrogue evolves at L20 into either Hitmonchan, Hitmonlee, or Hitmontop, depending on its Attack and Defense stats. The formula works like this:


Tyrogue
?
+L20 & Attack > Defense =
+L20 & Defense > Attack =
+L20 & Defense = Attack =

("Defense = Attack" means the Defense stat is equal to the Attack stat.)



Preventing Evolution

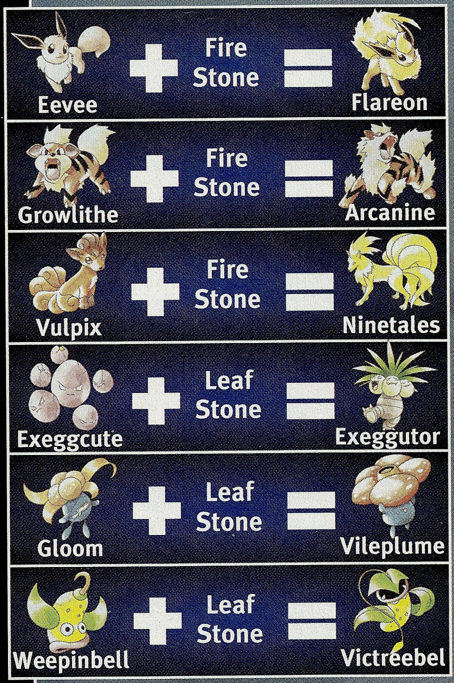
When a Pokémon reaches the level at which it naturally evolves, you must decide quickly whether you really want it to. Although evolved Pokémon are stronger, they learn moves more slowly than their early forms. If this makes a difference to you (and in some cases it should), press Ⓑ during its metamorphosis to stop it from evolving.

You also can equip a Pokémon with an Everstone to prevent it accidentally evolving. You'll receive Everstones from Prof. Elm (when you show him Togepi), Bill's Grandpa (when you show him Lickitung), and as second prize at the Bug-Catching Contest.

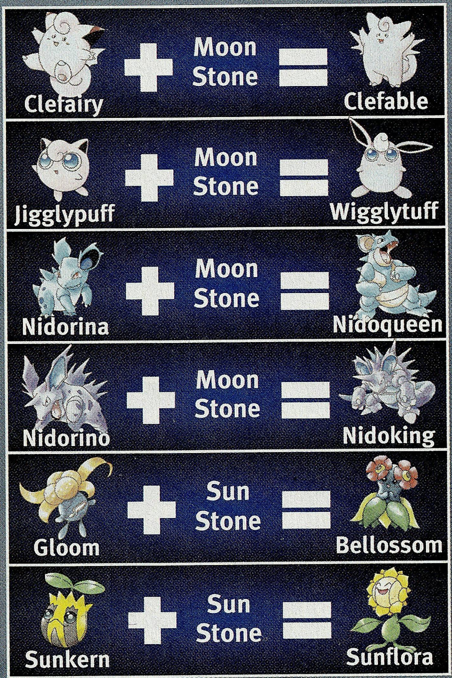
Evolution Stones

Some Pokémon evolve only when you feed them a specific Evolution Stone. Six kinds of Evolution Stones are available. Fire, Water, Leaf, and Thunder Stones appear only once; Sun and Moon Stones appear at the ends of specific events.

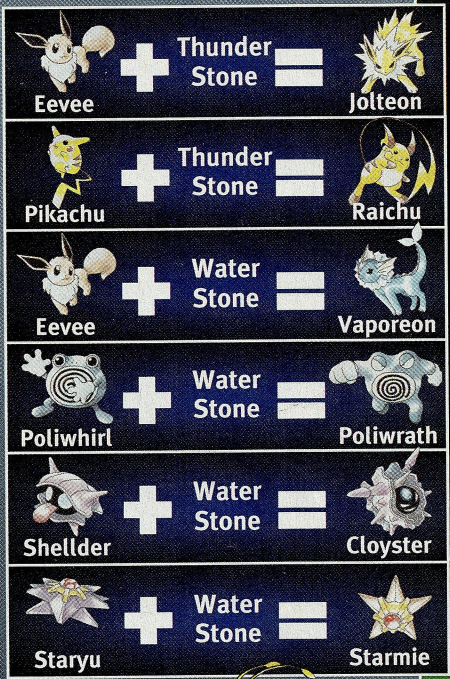
Pokémon That Evolve Using Evolution Stones



Eevee	Fire Stone	Flareon
Growlithe	Fire Stone	Arcanine
Vulpix	Fire Stone	Ninetales
Exeggcute	Leaf Stone	Exeggutor
Gloom	Leaf Stone	Vileplume
Weepinbell	Leaf Stone	Victreebel



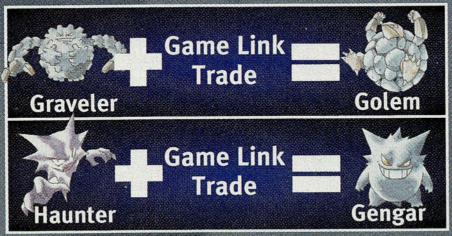
Clefairy	Moon Stone	Clefable
Jigglypuff	Moon Stone	Wigglytuff
Nidorina	Moon Stone	Nidoqueen
Nidorino	Moon Stone	Nidoking
Gloom	Sun Stone	Bellossom
Sunkern	Sun Stone	Sunflora



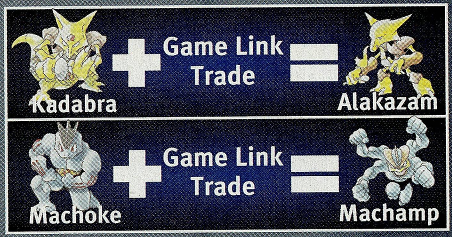
Eevee	Thunder Stone	Jolteon
Pikachu	Thunder Stone	Raichu
Eevee	Water Stone	Vaporeon
Poliwhirl	Water Stone	Poliwrath
Shellder	Water Stone	Cloyster
Staryu	Water Stone	Starmie

Evolution Over the Game Link

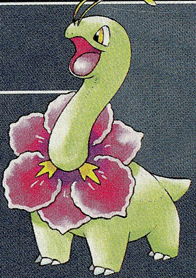
Four Pokémon evolve when you trade them over the Game Link:



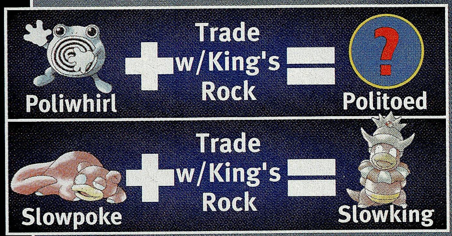
Graveler	Game Link Trade	Golem
Haunter	Game Link Trade	Gengar



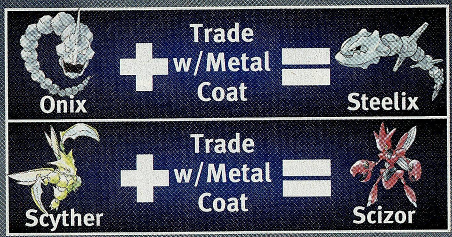
Kadabra	Game Link Trade	Alakazam
Machoke	Game Link Trade	Machamp



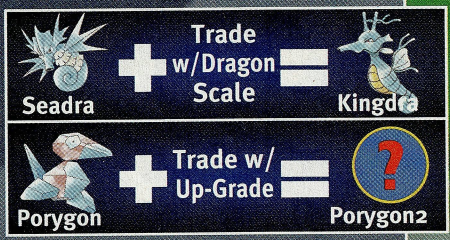
But that's not all! In *Pokémon Gold* and *Silver*, researchers have discovered that certain other Pokémon will evolve over the Game Link once you attach a specific item to them. Here are the combinations:



Poliwhirl	Trade w/King's Rock	Politoed
Slowpoke	Trade w/King's Rock	Slowking

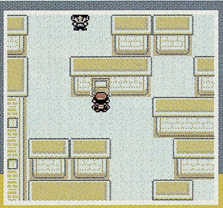


Onix	Trade w/Metal Coat	Steelix
Scyther	Trade w/Metal Coat	Scizor



Seadra	Trade w/Dragon Scale	Kingdra
Porygon	Trade w/ Up-Grade	Porygon2

The Happiness Factor

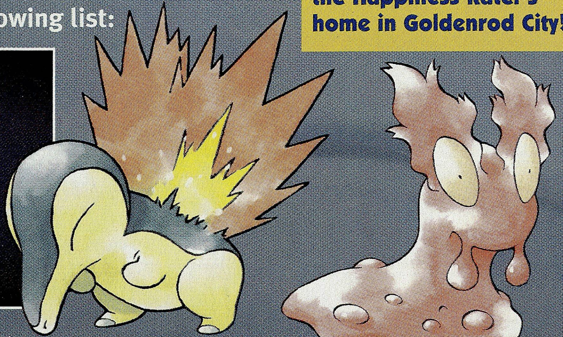


Remember how to find the Happiness Rater's home in Goldenrod City!

Some Pokémon will evolve only when they love and trust their Trainer enough. It's difficult to judge your Pokémon's Happiness rating because it's a hidden figure. Instead, you must visit the Happiness Rater in Goldenrod City.

If you want the Happiness Rater to judge a specific Pokémon's mood, first move that Pokémon to the top of your list of Active Pokémon. Then talk to the Happiness Rater. She counts six levels–from absolute hatred to supreme happiness, shown in order from best to worst in the following list:

Level 1: "It looks really happy! It must love you a lot."
Level 2: "I get the feeling that it really trusts you."
Level 3: "It's friendly toward you. It looks sort of happy."
Level 4: "It's quite cute."
Level 5: "You should treat it better. It's not used to you."
Level 6: "It doesn't seem to like you at all. It looks mean."



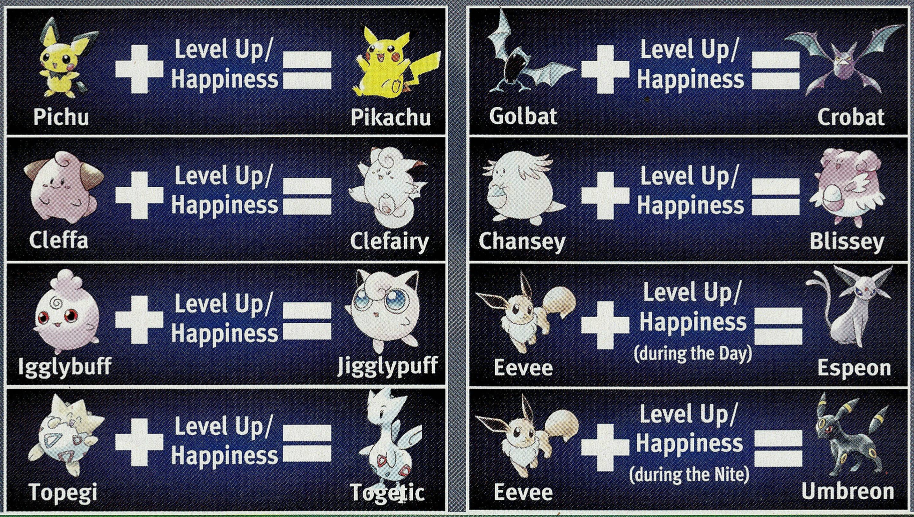
When you capture a Pokémon or receive one in an event, its Happiness rating is at Level 5 ("You should treat it better. It's not used to you") It will drop to Level 6 if you abuse it by feeding it bitter potions, eliminate it again and again in battle, neglect to heal its Status Anomalies, and so on. Although leaving a Pokémon in Bill's PC or at the Day-Care won't make it hate you, it will make it forget what a loving owner you were before you stored it there. (That is, a Pokémon left behind will drop only as low as Happiness Level 5).

If you want one of the following Pokémon to evolve to its next form, you must raise its Happiness rating to Level 1 "It looks really happy! It must love you a lot." A happy Pokémon, in general, is one that spends time near its Trainer in the Active party. If you want a Pokémon to like you, use it in a lot of battles, or just keep it in your Active party.

You can do a lot of little things to make your Pokémon like you faster:

- **Feeding it lots of Pokémon Power-ups such as Protein, Carbos, and the like is the quickest (and most expensive) way to make your Pokémon love you!**
- **Take it to the Haircut Brothers in the Underground Passage in Goldenrod City. For ₽300/₽500 a day they'll groom and pamper your favorite Pokémon.**
- **Take your Pokémon to visit Daisy in Pallet Town. Every day between 3 and 4 in the afternoon, Daisy gives your Pokémon free haircuts.**
- **Heal your Pokémon quickly whenever it gets hurt, Poisoned, Burned, and so on. Pokémon don't like being hurt. Above all, don't let them Faint in battle!**

The following Pokémon level up when they love their Trainers:



Pichu + Level Up/ Happiness = Pikachu
Cleffa + Level Up/ Happiness = Clefairy
Igglybuff + Level Up/ Happiness = Jigglypuff
Topegi + Level Up/ Happiness = Togetic
Golbat + Level Up/ Happiness = Crobat
Chansey + Level Up/ Happiness = Blissey
Eevee + Level Up/ Happiness (during the Day) = Espeon
Eevee + Level Up/ Happiness (during the Nite) = Umbreon

Breeding Pokémon

Of course, the biggest news is the fact that you can breed your own Pokémon. The couple who runs the Day-Care on Route 34, in the Johto region, has discovered that when male and female Pokémon are left there together, a Pokémon Egg may result!

Breeding Pokémon is simple if you follow these rules:

Rule 1: **You must leave a male Pokémon and a female Pokémon together at the Day-Care at the same time (with exceptions, see the following).**

Rule 2: **The two Pokémon must show interest in each other.**

Exceptions to the male/female rule involve the genderless Pokémon, Ditto. You can breed a Ditto with almost any Pokémon of either gender and end up with an Egg. You can't, however, leave two male or two female Pokémon at the Day-Care and expect to end up with an Egg.

A baby inherits its type and its positive stats from its mother. That is, if the female Pokémon is a Chikorita, the baby Pokémon will be a Chikorita, too; if the mother has a high Speed stat, the child will be fast, too.

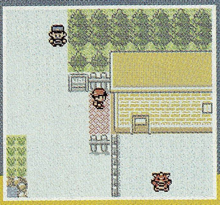
From the father Pokémon, the baby may learn any moves it wouldn't learn normally. Thus, you can breed customized Pokémon based on the mother's stats and the father's moves. However, the inheritance of moves occurs very rarely, so don't count on it!

Rule 2 is very important: would-be Pokémon parents must be interested in each other before they can produce an Egg. When you leave two Pokémon behind at the Day-Care, be sure to talk to them first in the pen outside to learn what they think of one another.

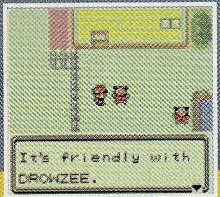
If one Pokémon shows any sign of liking the other, the two will create an Egg. If they show no interest in one another, they'll never create one. (Makes sense, right?) And the more two Pokémon like each other, the more compatible they are, the quicker they'll make an Egg, *and* the more quickly that Egg will hatch.

Once you've chosen two compatible Pokémon, you must leave them alone for a while. Keep checking back; if you see the Day Care Man waiting outside in the pen, you know you have an Egg waiting. The Day Care Man won't give you an Egg, though, unless you have an empty slot in your belt, so check before you talk with him. There is a PC in the Day-Care just for that purpose.

To hatch an Egg, carry it around with you in your Active party until it starts to crack.

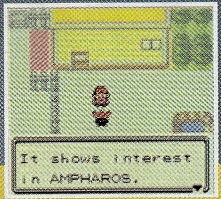


Yes, it's the Day-Care on Route 34.



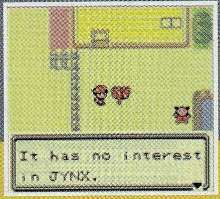
It's friendly with DROWZEE.

He likes her!



It shows interest in AMPHAROS.

They sort of like each other.



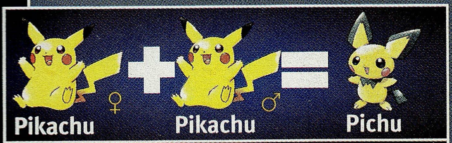
It has no interest in JYNX.

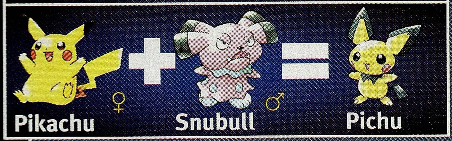
No interest, no Egg!

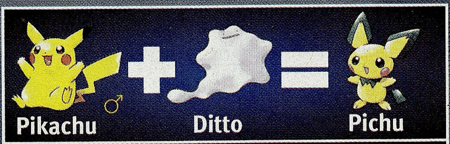
Breeding Examples

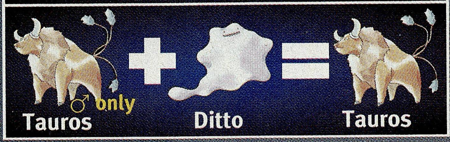
What follows are a few sample Pokémon combinations, starting with male–female breeding.

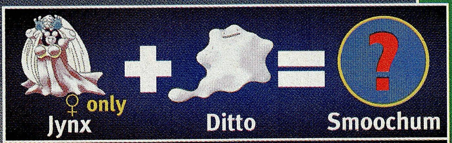
Ditto offers a way around some of the problems with male–female breeding. You can mate any Pokémon that can breed (and many can't) with a Ditto. Such mating is like cloning or copying. To breed some Chikorita, for example, starting with a male, mate it with a Ditto to get a Chikorita-containing Egg. This also works if the Pokémon you want to breed has a set gender (such as a Nidoran ♂) or no gender (such as a Magnemite).

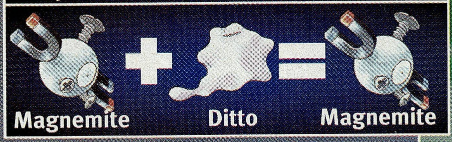








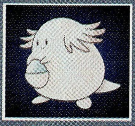




Miscellaneous Information

Read on to learn more—which Pokémon are always female, which are always male, and which can't be bred in the Day-Care.

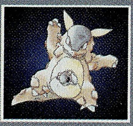
Pokémon Always Female


Chansey

Blissey

Jynx

Smoochum


Kangaskan

Miltank

Nidoran ♀

Nidorina

Nidoqueen

Pokémon Always Male

Nidoran ♂

Nidorano

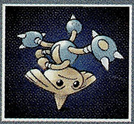
Nidoking

Tauros

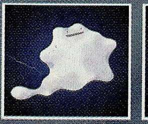
Tyrogue

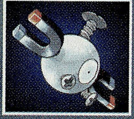
Hitmonchan

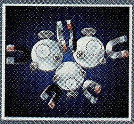
Hitmonlee

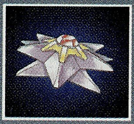

Hitmontop

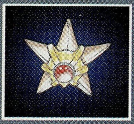
Genderless Pokémon

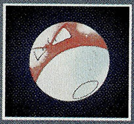

Ditto

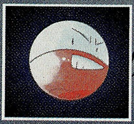

Magnemite


Magneton


Staryu


Starmie

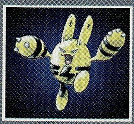

Voltorb


Electrode

Pokémon You Can't Breed

Articuno

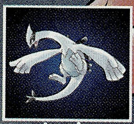
Cleffa


Elekid

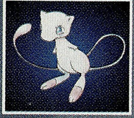
Entei

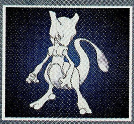
Ho-Oh

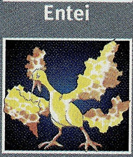
Igglybuff


Lugia

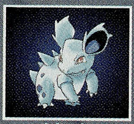
Magby


Mew


Mewtwo


Moltres

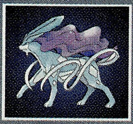
Nidoqueen


Nidorina

Pichu

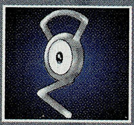
Raikou

Smoochum


Suicune

Togepi

Tyrogue


Unown

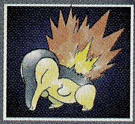
Zapdos

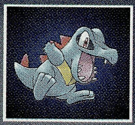
Gotta Catch 'Em All!™

How do you catch all the Pokémon in the game? Here's a quick look at what you must do to get those special Pokémon. (You can find the remaining Pokémon in the wild, breed them, or simply evolve them from Pokémon found in the game!) Good luck completing your Pokédex!

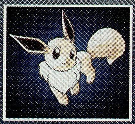
One-of-a-Kind Pokémon You Get in Events

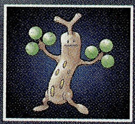
Chikorita


Cyndaquil


Totodile

Tyrogue


Eevee


Sudowoodo

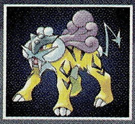
Lugia

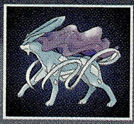
Ho-Oh

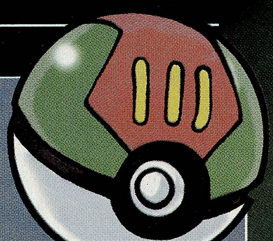
Togepi

Snorlax

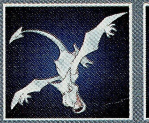
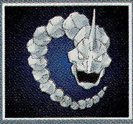
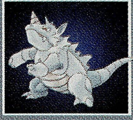
Entei


Raikou

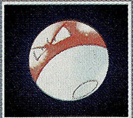

Suicune



Pokémon You Get in In-Game Trades

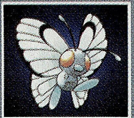

Aerodactyl

Onix

Rhydon

Rapidash

Shuckle

Voltorb

Pokémon You Can Catch in the Bug-Catching Contest

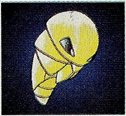
Caterpie

Metapod

Butterfree

Pinsir

Scyther

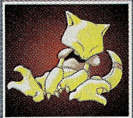
Venonat

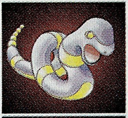
Weedle

Kakuna

Beedrill

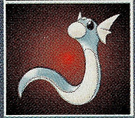
Pokémon You Can Buy in the Game Corner

Goldenrod City

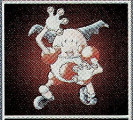

Abra
200 Coins

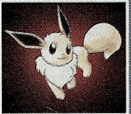

Ekans
700 Coins
(*Gold* Only)

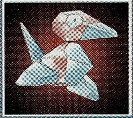
Sandshrew
700 Coins
(*Silver* Only)

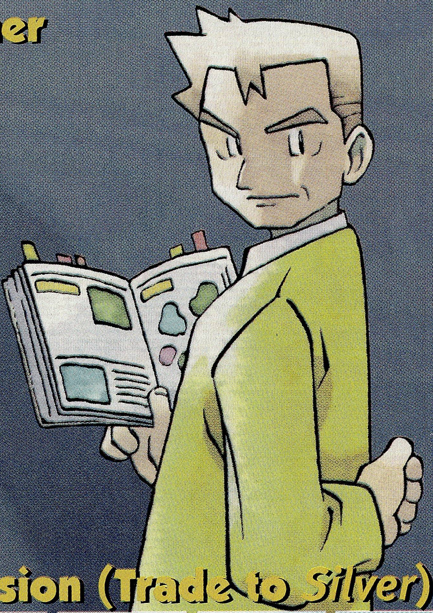

Dratini
2100 Coins

Celadon City


Mr. Mime
3333 Coins


Eevee
6666 Coins
(*Gold* Only)


Porygon
9999 Coins
(*Silver* Only)



Pokémon That Appear Only in the *Gold* Version (Trade to *Silver*)

Spinarak

Ariados
Teddiursa
Ursaring

Gligar
Mantine

Growlithe*

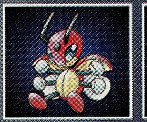
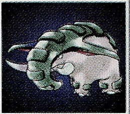
Arcanine*

Mankey*

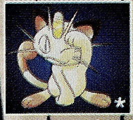
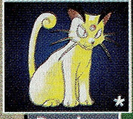
Primeape*

* You can also trade these from *Pokémon Red*, *Blue*, and *Yellow*

Pokémon That Appear Only in the *Silver* Version (Trade to *Gold*)

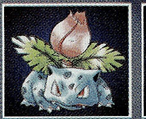
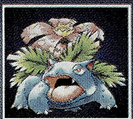
Ledyba

Ledian
Phanpy

Donphan
Delibird
Skarmory

Vulpix*

Ninetales*

Meowth*

Persian*

* You can also trade these from *Pokémon Red*, *Blue*, and *Yellow*

Pokémon You Must Trade from *Pokémon Red*, *Blue*, and *Yellow*

Bulbasaur

Ivysaur

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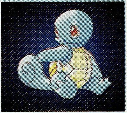
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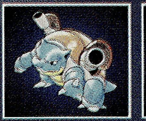
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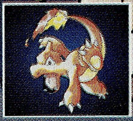
Charmander

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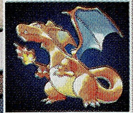

Charizard

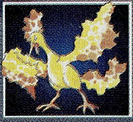
Kabuto

Kabutops

Omanyte

Omastar

Articuno

Zapdos

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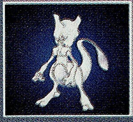

Mewtwo

Mew

The Quick and Dirty Path

The world of *Pokémon Gold and Silver* comprises both the new Johto Region and the old familiar Kanto Region. To complete the game, you must explore both areas and collect the Gym Badges. As you complete the Pokémon Gym Challenge, you'll encounter new foes, old adversaries, and lots of tricky obstacles. The following flowchart, together with the chapter maps, will help you find your way.

NOTE

Although the route that follows is the quickest way through the game, it's not the only route. If you experiment, you'll find you can complete some events in a different order.

The Johto Region

In Japanese, *johto* means "west," and this area does indeed lie on the western side of the new Pokémon map. New Bark Town, the game's starting place, lies next to a new path in the game's Kanto Region. Kanto (which means "east") is the new name for the land featured in *Pokémon Red*, *Blue*, and *Yellow*. Because you can't Surf yet, you must explore the entire Johto Region before you head back to familiar surroundings!

New Bark Town (p.26)

Choose a Pokémon from the three in Professor Elm's Pokémon Research Lab.

Cherrygrove City (p.30)

Get the Map Card from the Guide Gent.

Route 30 (p.32)

Get the Mystery Egg from Mr. Pokémon.

Get the PokéDex from Professor Oak.

Cherrygrove City (p.30)

Rival Battle #1

New Bark Town (p.26)

Deliver the Mystery Egg to Professor Elm at his Pokémon Research Lab.

Get Poké Balls from Professor Elm's assistant.

Violet City (p.34)

Battle the Gym Leader, Falkner, and get the Zephyr Badge and TM31 (Mud-Slap).

Get the Mystery Egg from Professor Elm's assistant in the Pokémon Center.

Get HM05 (Flash) from the head Sage at the top of Sprout Tower.

Route 32 (p.38)

Get the Old Rod from the Fisherman in the Pokémon Center.

Ruins of Alph (p.40)

Get the Unowndex from one of the scientists in the Ruins of Alph Research Center after you catch three Unowns. (You must complete the puzzle before you may enter the ruins.)

Azalea Town (p.46)

Go to the Slowpoke Well with Kurt and rescue the Slowpoke.

Get the Lure Ball from Kurt.

Battle the Gym Leader, Bugsy. Get the Hive Badge and TM49 (Fury Cutter).

Rival Battle #2 outside the Ilex Forest Gatehouse!

Ilex Forest (p.50)

Capture the FarFetch'd for the Charcoal Man's apprentice. Get HM01 (Cut) as a reward.

Get TM02 (Headbutt) from a person in the forest.

Goldenrod City (p.56)

Get the Bicycle from the Bicycle Shop.

Get the Radio Card in the Radio Tower.

Get the Coin Case in the Underground Passage.

Fight the Gym Leader, Whitney. Get the Plain Badge and TM45 (Attract).

Get the Squirtbottle from the house next to the Gym.

Routes 36 and 37 (p.70)

Use the Squirtbottle on the moving "tree" and battle the Sudowoodo.

Get TM08 (Rock Smash) from the man to the right of the obstruction.

Ecruteak City (p.72)

Defeat the Kimono Girls to get HM03 (Surf) in the Ecruteak City Dance Theater.

Get the Item Finder from one of the houses.

Fight the Gym Leader, Morty. Get the Fog Badge and TM30 (Shadow Ball).

Rival Battle #3 in the Burned Tower!

Olivine City (p.81)

Get the Good Rod from one of the houses.

Get HM04 (Strength) from the house next to the Pokémon Center.

Meet Jasmine on the top floor of the Lighthouse. She's nursing the sick Lighthouse Pokémon.

Cianwood City (p.90)

Get the Secret Potion from the Pharmacy.

Fight the Gym Leader, Chuck. Get the Storm Badge and TM01 (Dynamicpunch).

Get HM02 (Fly) from the Gym Leader's wife.

Olivine Lighthouse (p.84)

Take the Secret Potion to Jasmine and heal the Lighthouse Pokémon.

Olivine City (p.81)

Fight Jasmine, Leader of the Olivine Gym. Get the Mineral Badge and TM23 (Iron Tail).

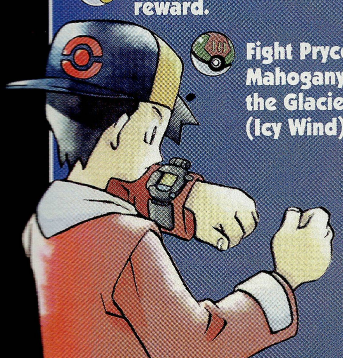
Lake of Rage (p.102)

Try to capture the Red Gyarados and get the Red Scale.

Talk to Lance on the lakeshore, and then return to Mahogany Town.

Mahogany Town (p.97)

- Together with Lance, destroy the Team Rocket Hideout.
- Get HM06 (Whirlpool) from Lance as a reward.
- Fight Pryce, Leader of the Mahogany Town Gym, and get the Glacier Badge and TM16 (Icy Wind).



Goldenrod City (p.56)

- Get the Basement Key from the Imposter Director at the Radio Tower.
- Rescue the real Director, confined in the warehouse section of the Underground Passage, and get the Card Key.
- Free the Radio Tower from Team Rocket!
- Get the Rainbow Wing (*Gold* version) or the Silver Wing (*Silver* version) from the Director as a reward.

Ice Path (p.105)

- Get HM07 (Waterfall).

Blackthorn City (p.108)

- Battle the Gym Leader, Clair.
- In the Dragon's Den, get the Dragon Fang, the Rising Badge, and TM24 (Dragonbreath).

New Bark Town (p.26)

- Get the Master Ball at Elm's Pokémon Research Lab.

Victory Road (p.116)

- Rival Battle #4!

Indigo Plateau (p.117)

- Battle the Elite Four and the current champion of the Pokémon League.

The Kanto Region

If you've played *Pokémon Red*, *Blue*, or *Yellow* (Special Pikachu Edition), the region of Kanto will seem like home to you. This is the land where Ash (or "Red," as he's called now) once routed Team Rocket with his band of expertly trained Pokémon and ruled as champion of the Pokémon League. It's been three years since those good times, however, and some changes have been made to this corner of the Pokémon world.

New Bark Town (p.26)

- Get the S.S. Ticket from Professor Elm at his Pokémon Research Lab.

Olivine City (p.81)

- Take a ride to the Kanto Region on the S.S. *Aqua* from the Olivine City Port.

S.S. *Aqua* (p.121)

- Locate the sailor loafing on the job.
- Find the missing grandchild and get the Metal Coat from her grandfather.

Vermillion City (p.124)

- Defeat the Gym Leader, Lt. Surge, and get the Thunderbadge.

Saffron City (p.128)

- Defeat the Gym Leader, Sabrina, and get the Marshbadge.

Route 10 (p.132)

- At the Power Plant, talk to the Manager to find out about the stolen Machine Part.

Cerulean City (p.134)

- Surprise the Thief in the Cerulean City Gym.

Route 24 (p.136)

- Capture the Thief on the bridge! Win the battle and learn the whereabouts of the stolen Machine Part.

Route 25 (p.136)

- Find the Cerulean City Gym Leader, Misty, on a date.

Cerulean City (p.134)

- Defeat the Gym Leader, Misty, and get the Cascadebadge.
- Find the Machine Part in the Gym.

Route 10 (p.132)

- Deliver the Machine Part to the Power Plant. Get TM07 (Zap Cannon) as a reward.

Lavender Town (p.131)

- Get the Expn. Card on the first floor of the Radio Tower.

Saffron City (p.128)

- Learn how the young girl named "Mimic" lost her Clefairy Doll in Vermilion City.

Vermillion City (p.124)

- In the Pokémaniac's Club, get the Lost Property (a Clefairy Doll) from the boy.

Saffron City (p.128)

- Return the Poké Doll to Mimic and get the Pass for the Magnet Train.

Celadon City (p.140)

- Defeat the Gym Leader, Erika, and get the Rainbowbadge and TM19 (Giga Drain).

Fuchsia City (p.143)

- Defeat the Gym Leader, Janine, and get the Soulbadge and TM06 (Toxic).

Route 12 (p.146)

- Get the Super Rod from the Fishing Guru's brother.

Vermilion City (p.124)

- Wake up the sleeping Snorlax by tuning your expanded Radio Card to the Pokémon Flute Channel. Now you can pass through Diglett's Cave!

Pewter City (p.150)

- Get the Silver Wing (*Gold* Version) or the Rainbow Wing (*Silver* Version) from the Old Man in the road.
- Defeat the Pewter City Gym Leader, Brock, and get the Boulderbadge.

Mt. Moon (p.152)

- Rival Battle #5!

Cinnabar Island-via Route 21 (p.160)

- Meet up with Blue, the Gym Leader of Viridian City. After you talk with him, he returns to the Viridian City Gym.

Seafoam Islands (p.162)

- Defeat the Cinnabar Island Gym Leader, Blaine, and get the Volcanobadge.

Viridian City (p.155)

- Defeat the Viridian City Gym Leader, Blue, and get the Earthbadge.

Pallet Town (p.158)

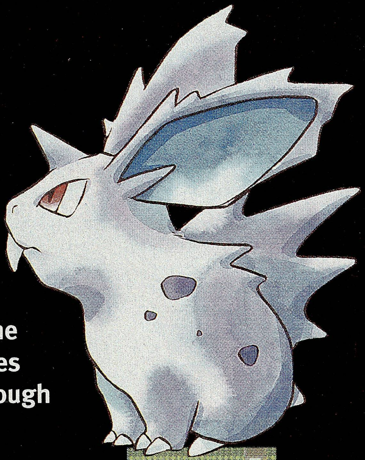
- Once you have all eight Kanto Badges, speak to Professor Oak. He gives you permission to pass through the Pokémon League Gate to Route 28 and Mt. Silver.

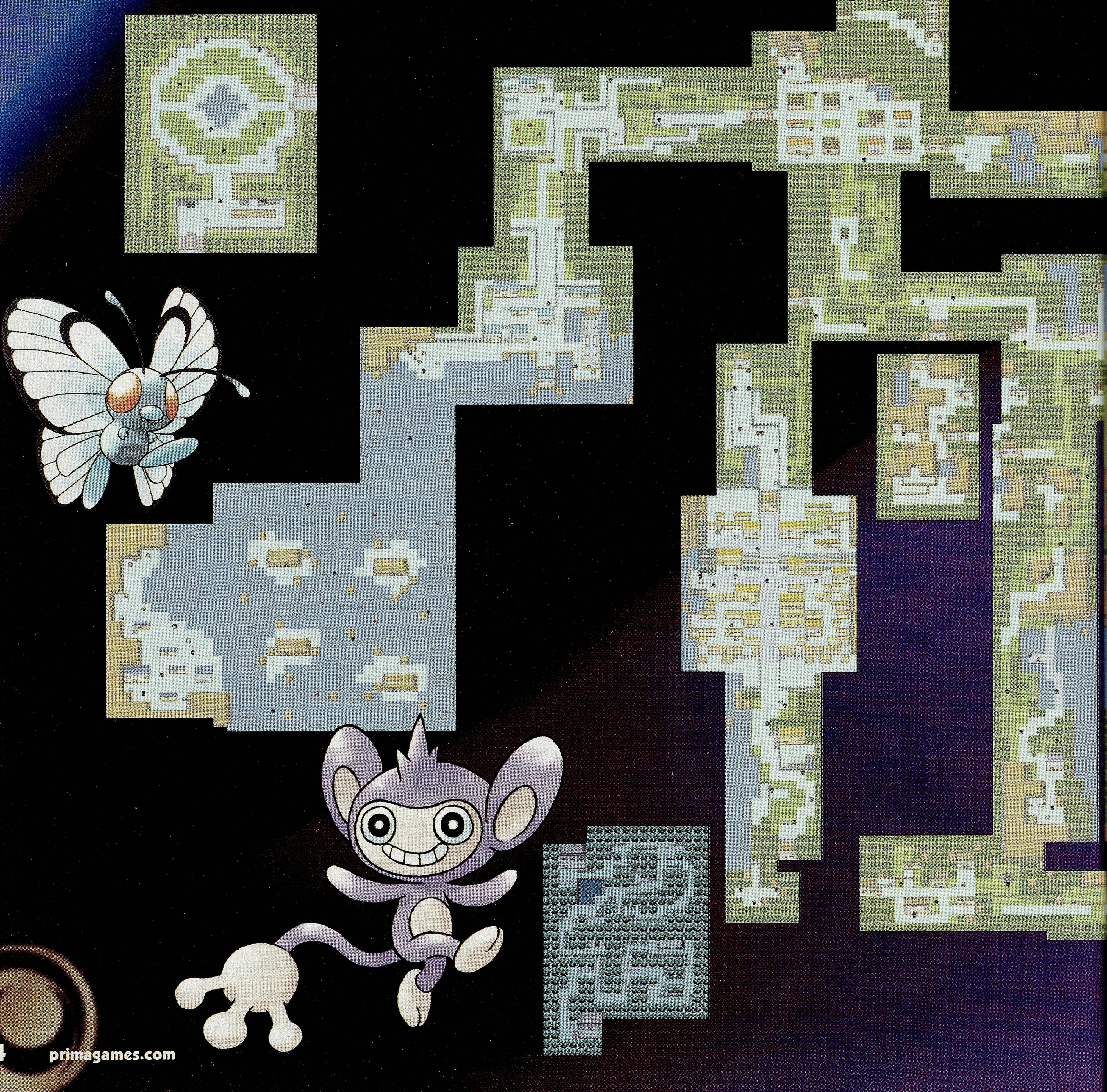
Mt. Silver (p.165)

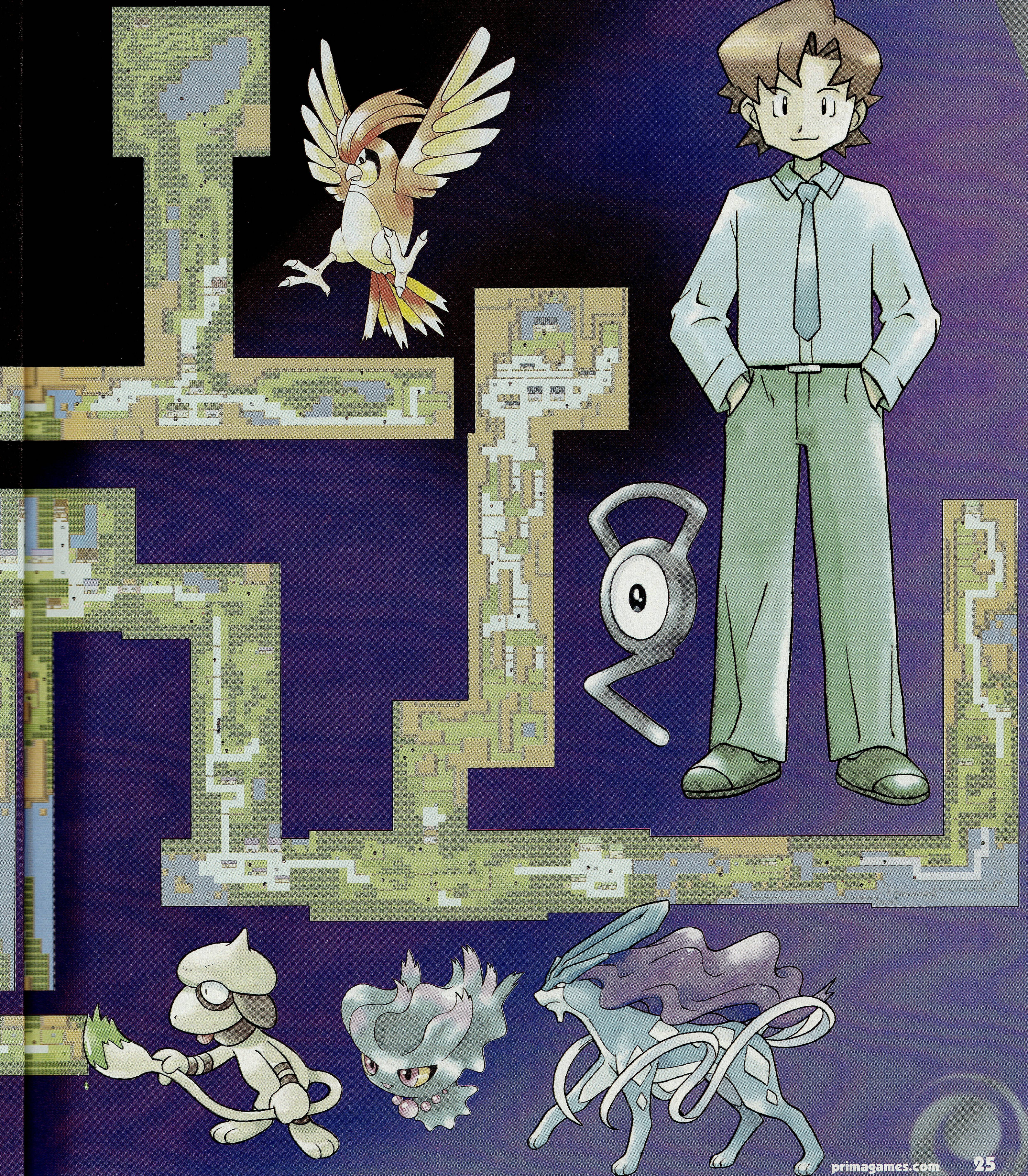
- Prepare to battle a strangely familiar young man....

Maps of the Johto Region

The maps for the Johto region are arranged in the order you encounter them as you make your way through the game–not in the order in which you are called upon to visit them in the game's story. For example, you'll find maps and information about the Goldenrod City Radio Tower next to the section on Goldenrod City and the Underground Passage, because this is when you first visit this area. When you're asked to return to the Radio Tower later in the game (once you've won the 7th badge), refer back to those pages for hints and tips on solving the new challenge. Use these maps along with the walkthrough flowcharts in Chapter 4, to get the level of help you need.

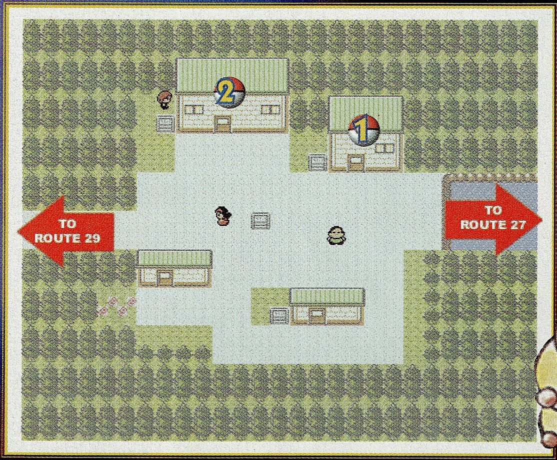


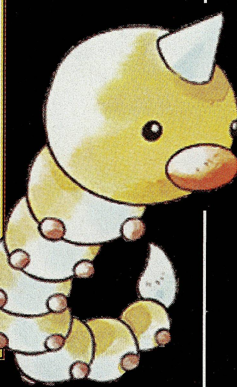




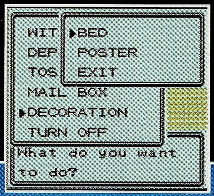
New Bark Town

Home sweet home! New Bark Town is the type of place you'll want to visit again and again. Be sure to visit your mom and Professor Elm whenever you're nearby. New Bark Town also serves as the portal to the Kanto region–at least until you find other means of transportation.





1 There's nothing like a visit home to take care of the traveling blues. Not only will your mom welcome you home and praise your progress, she'll also surprise you with helpful items (found in your PC) and cool Pokémon items to dress up your room. If you've opted to have your mom save part of your winnings, just talk to her to make a deposit or withdrawal. Your mom will also change your clock's time in and out of DST (Daylight Savings Time), should you choose not to discuss money.



WIT ▶BED
DEP POSTER
TOS EXIT
MAIL BOX
▶DECORATION
TURN OFF
What do you want to do?

You'll find the Poké Dolls your mom buys under the Decorations heading on your home PC.

Items

These items are found in Professor Elm's Lab.

Potion	Master Ball
Poké Ball x5	S.S. Ticket
Everstone	

..What are you staring at?

Who's this shady person standing outside Professor Elm's Lab?

2 Professor Elm's Pokémon Research Lab is where the game really starts. Be sure to make Professor Elm the first person you talk to when you leave home. He has an errand he wants you to carry out. In return he'll give you one of his new, rare Pokémon.

Professor Elm's Pokémon Research Lab is a treasure trove of valuable items, but you must fulfill certain requirements to get them. The following list includes them all.

Potion: Professor Elm's assistant gives you this at the start of your adventure. Just choose a Starter Pokémon and try to leave the Lab.

Poké Ball x5: Give the Mystery Egg to Professor Elm. On your way out, Professor Elm's Assistant will give these to you.

Everstone: Take Togepi to Professor Elm to examine. The Everstone is your reward.

Master Ball: Win all eight Johto Gym Badges.

S.S. Ticket: Defeat the Elite Four.

Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Magikarp			Magikarp		
Shellder			Shellder		
Tentacool			Tentacool		
Tentacruel			Tentacruel		

Choose one from Professor Elm at Elm's Pokémon Research Lab: Chikorita, Cyndaquil, or Totodile

NOTE

Don't forget! Other Pokémon may be found in the waters of New Bark Town!

Pokémon Sighting!

Still not sure which Pokémon to choose? Here's a little more information about the starting Pokémon.

#152 Chikorita

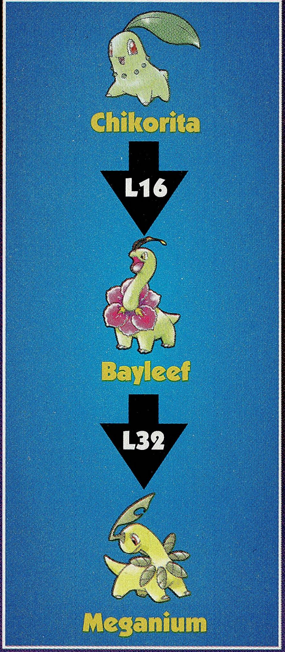
Basic Information

Type:	Grass
Height:	2'11"
Weight:	14 lbs.

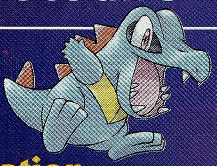
Moves

Tackle	Default
Growl	Default
Razor Leaf	L8
Reflect	L12
Poisonpowder	L15
Synthesis	L22
Body Slam	L29
Light Screen	L36
Safeguard	L43
Solarbeam	L50

Evolution Information


Chikorita
L16
Bayleef
L32
Meganium

#158 Totodile



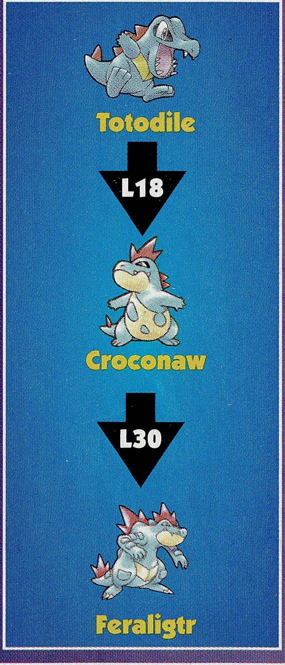
Basic Information

Type:	Water
Height:	2'0"
Weight:	21 lbs.

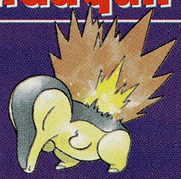
Moves

Scratch	Default
Leer	Default
Rage	L7
Water Gun	L13
Bite	L20
Scary Face	L27
Slash	L35
Screech	L43
Hydro Pump	L52

Evolution Information


Totodile
L18
Croconaw
L30
Feraligtr

#155 Cyndaquil



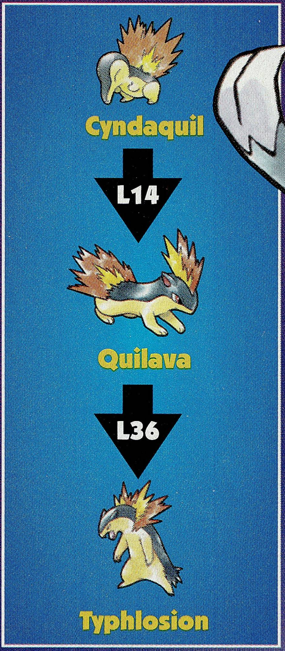
Basic Information

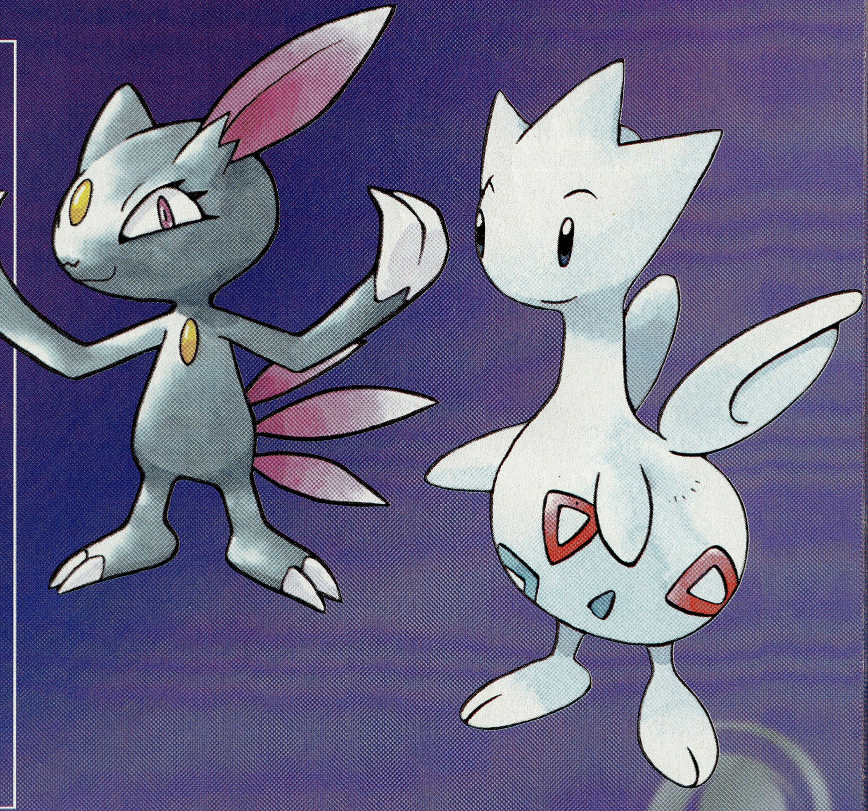
Type:	Fire
Height:	1'8"
Weight:	17 lbs.

Moves

Tackle	Default
Leer	Default
Smokescreen	L6
Ember	L12
Quick Attack	L19
Flame Wheel	L27
Swift	L36
Flamethrower	L46

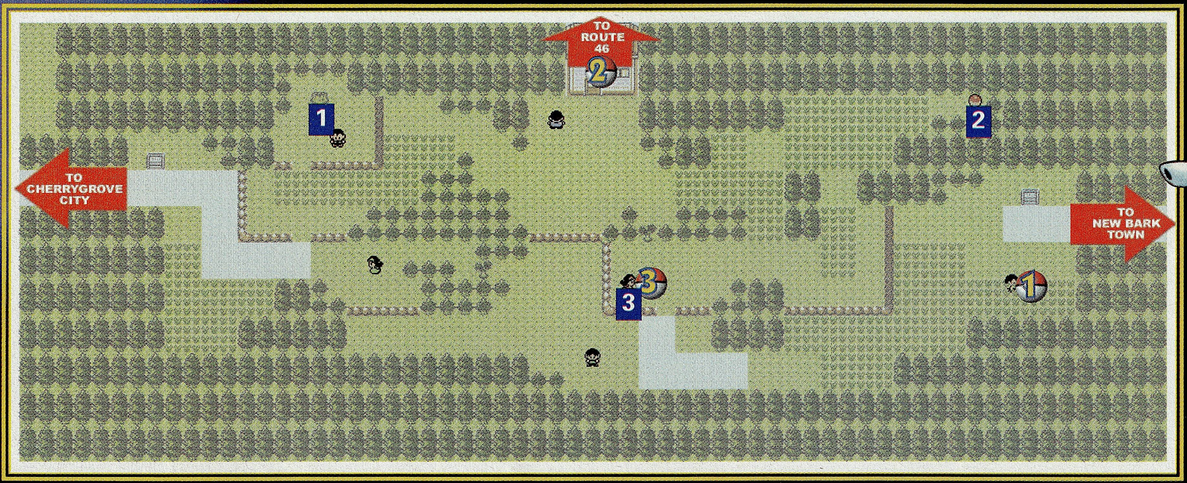
Evolution Information

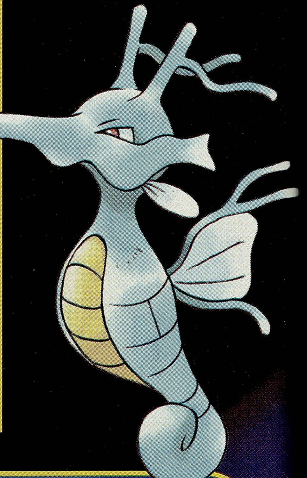

Cyndaquil
L14
Quilava
L36
Typhlosion



Route 29

The route between New Bark Town and Cherrygrove City is pretty tame by Pokémon standards. The Trainers here are more interested in giving advice than in challenging you to a Pokémon Battle. Route 29 is home to two new breeds of Pokémon, so take advantage of the random battles the Wild Pokémon here offer. The squirrel-like Sentret appears in the Morning and Day, while the wise Hoothoot comes out only at Nite.





Items

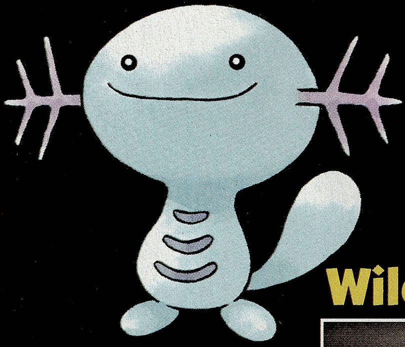
1. Berry
2. Potion
3. Pink Bow (only on Tuesdays)

1 There are no Trainers on this Route—just helpful bystanders! For example, this dude offers to teach you how to capture Pokémon once you get the Poké Balls from Professor Elm's assistant. Of course, you won't get those Poké Balls until you find the Mystery Egg and thus complete Professor Elm's errand, so you'd better get going!

TIP

Your first trip through Route 29 can be a harrowing experience if you're not careful. Although the Wild Pokémon on Route 29 offer the perfect opportunity to raise your Pokémon a few levels, you'll need to keep a close eye on your new Pokémon's health.

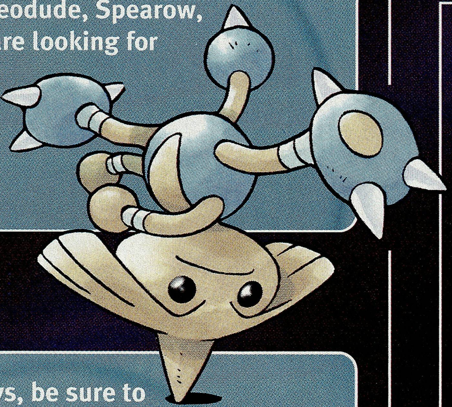
On the positive side, your Starting Pokémon comes with a Berry attached that it will use to heal itself when its HP Gauge falls into the yellow zone. However, once it is gone you will need to use a Potion to heal its wounds or run to the Pokémon Center in Cherrygrove City.



Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
		Hoothoot			Hoothoot
Sentret			Sentret		
Pidgey			Pidgey		
Rattata			Rattata		

2 If you are interested in doing a bit of exploring, you should take this gatehouse to the end of Route 46. In the grassy plots at the base of the mountain, you'll find tons of Geodude, Spearow, and Rattata. If you are looking for Pokémon to complement your Starting Pokémon, this is the place.

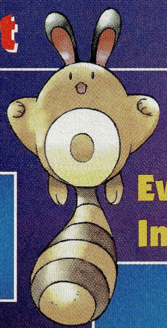


3 On Tuesdays, be sure to look out for Tuscany of Tuesday. She's one of seven brothers and sisters who hand out free gifts to new Trainers. If you are walking through Route 29 on a Tuesday, talk to her and she'll give you a Pink Bow. This is an item which, when attached to a Pokémon, strengthens its Normal-type moves.

Pokémon Sighting!

Route 29 is home to two new Pokémon: Sentret and Hoothoot. Read on for information about them.

#161 Sentret



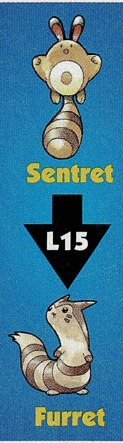
Basic Information

Type:	Normal
Height:	2'7"
Weight:	13 lbs.

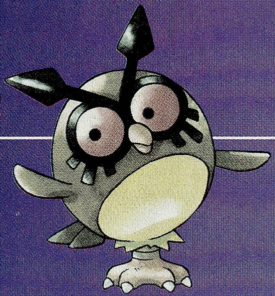
Moves

Tackle	Default
Harden	Default
Quick Attack	L11
Fury Swipes	L17
Slam	L25
Rest	L33
Amnesia	L41

Evolution Information



#163 Hoothoot



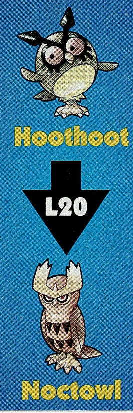
Basic Information

Type:	Normal/ Flying
Height:	2'4"
Weight:	47 lbs.

Moves

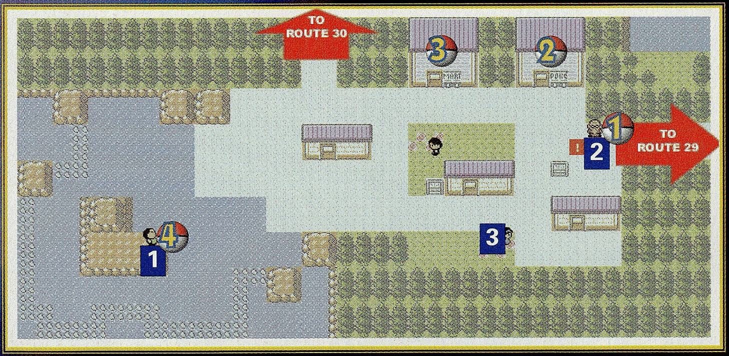
Tackle	Default
Growl	Default
Foresight	L6
Peck	L11
Hypnosis	L16
Reflect	L22
Take Down	L28
Confusion	L34
Dream Eater	L48

Evolution Information



Cherrygrove City

This lakeside city is the one of the game's few towns without a Gym. However, it's the first place where you can visit a Pokémon Center and shop at a Pokémon Mart. Keep in mind that you can't buy Poké Balls until you get a Pokédex and clearance from Professor Elm!



1 First things first! Take the tour the gentleman at the city's eastern entrance offers you. At the end he gives you the Map Card add-on for your PokéGear. This handy tool allows you to view your current location as you travel across the Johto map.

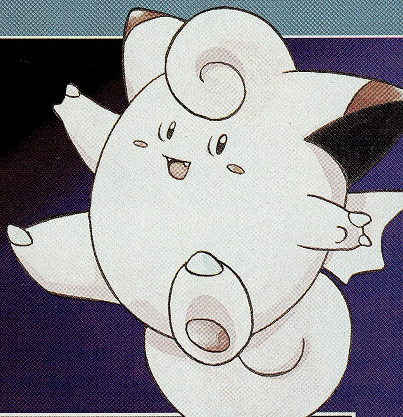
2 The Pokémon Center has changed a bit from your last visit. Desks for trading and battling Pokémon over a Game Link are housed on the second floor now. These functions become available after you complete Professor Elm's errand. The Time Capsule, which allows you to transfer Pokémon from *Pokémon Red*, *Blue*, and *Yellow* opens up later on.

Items

1. Mystic Water
2. Map Card

Pokémon Mart

Potion	₽300
Antidote	₽100
Parlyz Heal	₽200
Awakening	₽250
Poké Ball	₽200



Wild Pokémon

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="3">Kingler</td><td colspan="3">Kingler</td></tr>
<tr><td colspan="3">Krabby</td><td colspan="3">Krabby</td></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td></td><td></td><td>Staryu</td><td></td><td></td><td>Staryu</td></tr>
<tr><td colspan="3">Tentacool</td><td colspan="3">Tentacool</td></tr>
<tr><td colspan="3">Tentacruel</td><td colspan="3">Tentacruel</td></tr>
</table>

3 The Pokémon Mart is the best place to find Poké Balls, potions, and other goodies. At the start of the game, the shop is out of Poké Balls. Lucky for you, a shipment arrives right after you finish Professor Elm's errand!

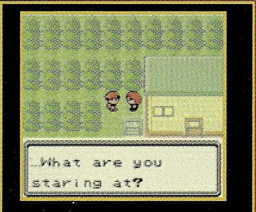
4 Once you've picked up HM02 (Surf), sail over the lake to the boy on the island. Talk to him and he'll give you the Mystic Water item. When attached to a Pokémon, this trinket increases the strength of any Water-based move it uses.

Rival Battle #1

Remember that rude boy hanging around outside Professor Elm's Lab? He's stolen a Pokémon from the good professor and is on the run!

At this point in the game, your Rival isn't much of a threat. Take time to level up your Starting Pokémon to L6 or L7 while you complete Professor Elm's errand. It's also a good idea to heal your Pokémon completely before you attempt to exit the city. Make sure it has a Berry attached.

Your Rival's Pokémon will differ, depending on the Pokémon you chose at the start of the game.

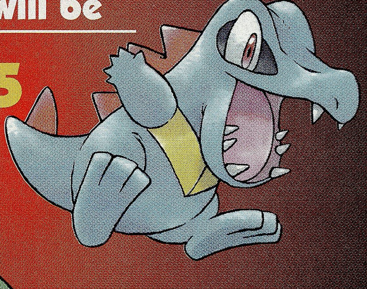


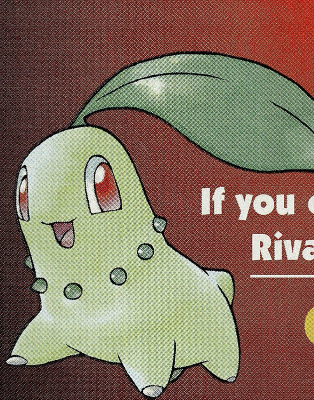
…What are you staring at?

Who's that coming down the road!?

If you chose Cyndaquil, your Rival's Pokémon will be

Totodile L5



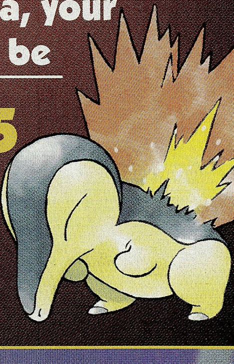


If you chose Totodile, your Rival's Pokémon will be

Chikorita L5

If you chose Chikorita, your Rival's Pokémon will be

Cyndaquil L5

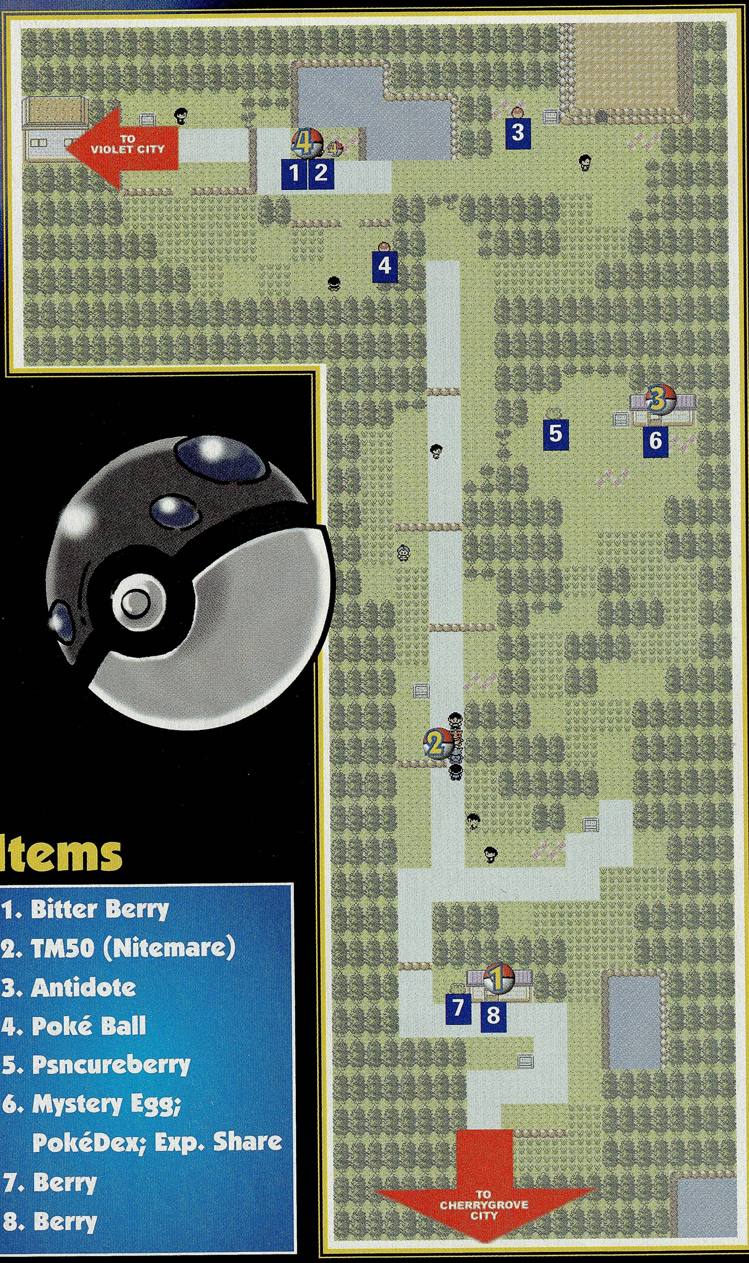


Routes 30 and 31

Initially, a couple of fighting Trainers block your progress down Routes 30 and 31. Later on, they'll give you your first experience battling other people's Pokémon. To complete Professor Elm's errand, you need only take the path to the right (through the forest and tall grass) to Mr. Pokémon's house!

NOTE

If you forgot to speak to your mom when asked by Professor Elm, expect a phone call from her offering to save a small percentage of your battle winnings for you once you've fought a couple of Trainer Battles. Take her up on the offer. That way, whenever you need money, you can go home and withdraw some from your savings!



Items

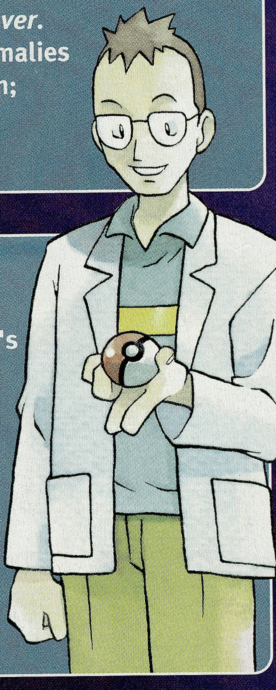
1. **Bitter Berry**
2. **TM50 (Nitemare)**
3. **Antidote**
4. **Poké Ball**
5. **Psncureberry**
6. **Mystery Egg; PokéDex; Exp. Share**
7. **Berry**
8. **Berry**

1

The guy who lives in the house right outside Cherrygrove City knows all about how to use Berries. Attach one to a Pokémon and the Pokémon will use it to heal itself automatically during battle. You'll find a variety of Berry types throughout the world of *Pokémon Gold* and *Silver*. Some cure status anomalies such as Poison or Burn; others recover your Pokémon's HP.

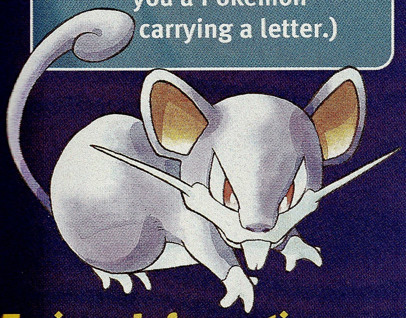
2

After you complete Professor Elm's errand, you'll find the Trainers blocking the road have moved on. Take care—they haven't gone far and are itching to get involved in another Pokémon battle!



3 Hidden in the wooded depths along Route 30 stands the home of Mr. Pokémon. It seems he has a strange egg for Professor Elm to study and you must carry it carefully back to New Bark Town! You'll also meet Mr. Pokémon's guest, Professor Oak, creator of the PokéDex. Impressed by your desire to become a Pokémon Master, he'll give you a PokéDex of your own! When you find the Red Scale at the Lake of Rage, return to Mr. Pokémon's house and he'll give you the Exp. Share item as a reward.

4 To get TM50 from this guy, simply deliver a message from his friend in the Goldenrod City gatehouse (Route 35). Make sure you have room for an extra Pokémon so you can carry the message in the first place. (The friend gives you a Pokémon carrying a letter.)



Wild Pokémon (Route 30)

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="2">Caterpie</td><td></td><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td>Hoothoot</td><td></td><td></td><td>Hoothoot</td></tr>
<tr><td></td><td></td><td></td><td colspan="2">Kakuna</td><td></td></tr>
<tr><td></td><td></td><td></td><td>Ledyba</td><td></td><td></td></tr>
<tr><td colspan="2">Metapod</td><td></td><td></td><td></td><td></td></tr>
<tr><td colspan="2">Pidgey</td><td></td><td colspan="2">Pidgey</td><td></td></tr>
<tr><td></td><td></td><td>Rattata</td><td></td><td></td><td>Rattata</td></tr>
<tr><td></td><td></td><td>Spinarak</td><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td><td colspan="2">Weedle</td><td></td></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td colspan="3">Poliwag</td><td colspan="3">Poliwag</td></tr>
<tr><td colspan="3">Poliwhirl</td><td colspan="3">Poliwhirl</td></tr>
</table>

Wild Pokémon (Route 31)

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="3">Bellsprout</td><td colspan="3">Bellsprout</td></tr>
<tr><td colspan="2">Caterpie</td><td></td><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td>Hoothoot</td><td></td><td></td><td>Hoothoot</td></tr>
<tr><td></td><td></td><td></td><td colspan="2">Kakuna</td><td></td></tr>
<tr><td></td><td></td><td></td><td>Ledyba</td><td></td><td></td></tr>
<tr><td colspan="2">Metapod</td><td></td><td></td><td></td><td></td></tr>
<tr><td colspan="2">Pidgey</td><td></td><td colspan="2">Pidgey</td><td></td></tr>
<tr><td></td><td></td><td>Rattata</td><td></td><td></td><td>Rattata</td></tr>
<tr><td></td><td></td><td></td><td>Ledyba</td><td></td><td></td></tr>
<tr><td></td><td></td><td>Spinarak</td><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td><td colspan="2">Weedle</td><td></td></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td colspan="3">Poliwag</td><td colspan="3">Poliwag</td></tr>
<tr><td colspan="3">Poliwhirl</td><td colspan="3">Poliwhirl</td></tr>
</table>

Trainer Information

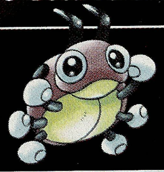
Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4
Joey *	Youngster	Rattata L4	—	—	—
Mikey	Youngster	Pidgey L2	Rattata L4	—	—
Don	Bug Catcher	Caterpie L3	Caterpie L3	—	—
Wade *	Bug Catcher	Caterpie L2	Caterpie L2	Weedle L3	Caterpie L2

*After your victory, ask this Trainer for his or her phone number!

Pokémon Sighting!

Travel Routes 30 and 31 at nite to find a new Pokémon to add to your collection. This Pokémon varies based on the game version you play—Spinarak for the Gold version and Ledyba for the Silver. Here's some information about them.

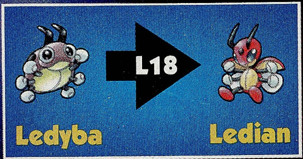
#165 Ledyba



Basic Information

Type:	Bug/Flying
Height:	3'3"
Weight:	24 lbs.

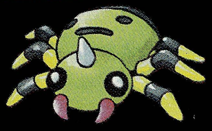
Evolution Information



Moves

Tackle	Default
Supersonic	L8
Comet Punch	L15
Light Screen	L22
Reflect	L22
Safeguard	L22
Baton Pass	L29
Swift	L36
Agility	L43
Double-Edge	L50

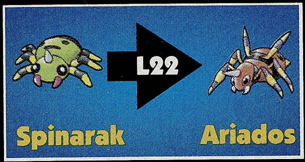
#167 Spinarak



Basic Information

Type:	Bug/Poison
Height:	1'8"
Weight:	19 lbs.

Evolution Information



Moves

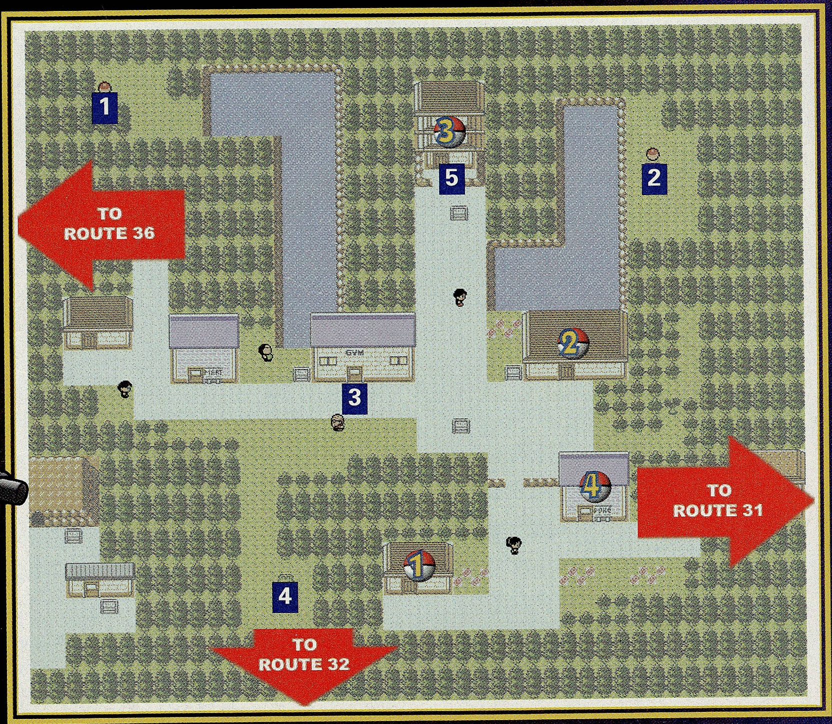
Poison Sting	Default
String Shot	Default
Scary Face	L6
Constrict	L11
Nite Shade	L17
Leech Life	L23
Fury Swipes	L30
Spider Web	L37
Screech	L45
Psychic	L53

Violet City

The lovely city of Violet sits in a wooded plain near the mysterious Dark Cave. Violet City is home to both the Violet City Gym, run by Falkner and his birdbrained Trainers, and the Sprout Tower, a place of meditation and spiritual training for Pokémon Trainers. Visit both locations during your stay in Violet City.

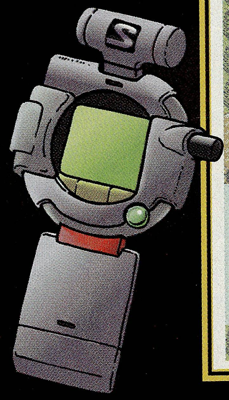
Items

1. PP Up
2. Rare Candy
3. Zephyr Badge, TM31 (Mud-Slap)
4. Przcureberry
5. HM05 (Flash)



Poké Mart

Poké Ball	₽200
Potion	₽300
Escape Rope	₽550
Antidote	₽100
Parlyz Heal	₽200
Awakening	₽250
X Defend	₽550
X Attack	₽500
X Speed	₽350
Flower Mail	₽50



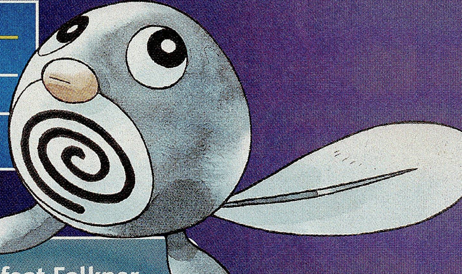
Violet City

Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Magikarp			Magikarp		
Poliwag			Poliwag		
Poliwhirl			Poliwhirl		
Trade a Bellsprout for this Onix to the boy in the house across from the Pokémon Center.					
Get the Mystery Egg (Togepi) from Professor Elm's Lab Assistant at the Pokémon Center.					

Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2
Abe	Bird Keeper	Spearow L9	—
Rod	Bird Keeper	Pidgey L7	Pidgey L7
Falkner	Gym Leader	Pidgey L7	Pidgeotto L9

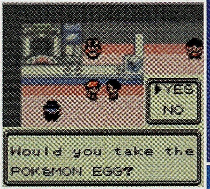


1 Bellsprout occupies an unusual place of honor in the hearts of Violet City residents. If you managed to pick one up on Route 31, consider trading it to Kyle for his Onix. When you trade Pokémon in this game, remember that the level of the Pokémon you get in exchange is the same as the one you traded. Don't think you can trade an L3 Bellsprout for an Onix that's all set to take on Falkner in the Violet City Gym!

2 If you're new to Pokémon, you'll definitely want to pay a visit to Earl's Pokémon Academy. Earl is taking a breather near the Violet City Gym, but talk to him and he'll be glad to give you a short tour of his school. Talk to the students and read the day's lesson on the blackboard to gather tips for becoming a top-notch Pokémon Trainer!

3 Sprout Tower is a Violet City landmark and well worth a visit. The Sages inside will teach you the "Way of Pokémon." If you pass their lessons and make it to the Sage at the top of the Tower, you'll receive a wonderful prize!

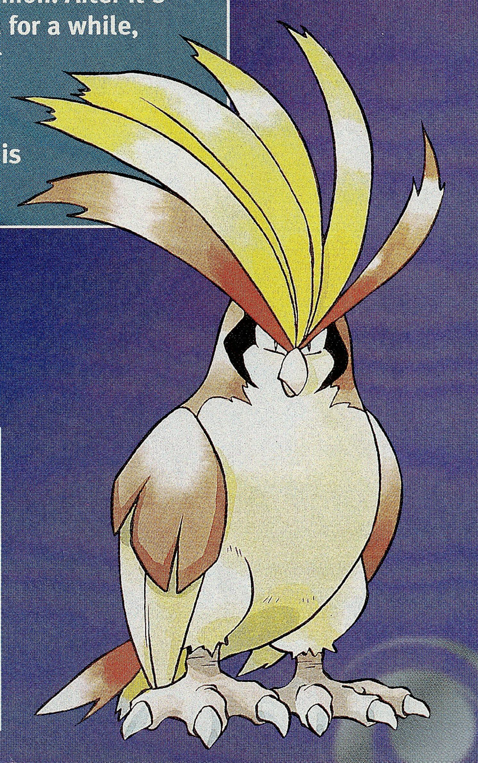
4 After you defeat Falkner and win the Zephyr Badge, expect a call from Professor Elm. He offers you a chance to make Pokémon history. He's discovered something about the Mystery Egg you brought him and he wants you to baby-sit it. Pick up the Egg from his assistant at the Violet City Pokémon Center and keep it in your belt with your other active Pokémon. After it's traveled with you for a while, an amazing thing happens: it hatches! What kind of Pokémon is inside?



▶YES
NO

Would you take the POKéMON EGG?

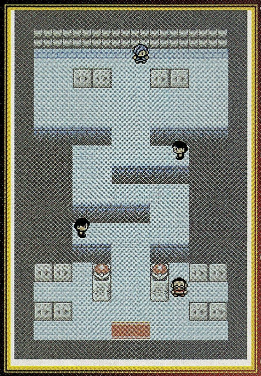
You must have an empty slot in your Pokémon belt or you can't take possession of the Mystery Egg. When it hatches, take the new Pokémon back to Professor Elm and you'll get a reward.



Gym Leader Battle:

Falkner of the Violet City Gym

Chikorita fans, this gym is *not* for you! As you may have noticed in your battles with Pidgey and Hoothoot, Grass-type Pokémon fare poorly against Flying attacks. This puts you at a disadvantage unless you have other Pokémon waiting in the wings—a somewhat difficult feat at this point in the game. Your best bet is to level Chikorita up in the Sprout Tower until it evolves into Bayleef at L16.



If you chose Totodile or Cyndaquil at the start of the game, you should have no problem withstanding Falkner's challenge. If you're unsure of your Pokémon's abilities, try one or both regular Trainers in the Gym first. If you can defeat them easily, continue to Falkner. If you can't, consider completing the Sprout Tower event first.

Because flying Pokémon are vulnerable to Rock-type attacks, consider picking up a Geodude on Route 46 and training it until it reaches L11 and learns the Rock Throw move.

Battle Pokémon

Pidgey ♂ L7	Pidgeotto ♂ L9
Tackle	Tackle
Mud-Slap	Mud-Slap
—	Gust

Recommended Pokémon Type

Rock

Prizes

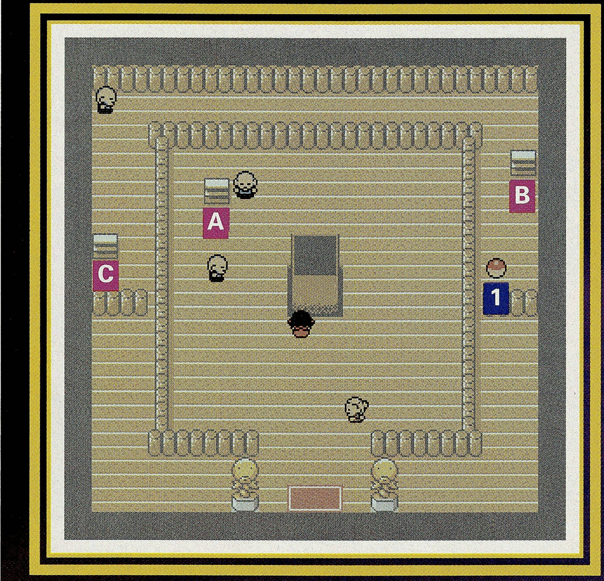
Zephyr Badge: This badge raises the Attack of all of your Pokémon and allows you to use HM05 (Flash) outside of Battle.

TM31 (Mud-Slap): This move, a favorite of Falkner's, works offensively and defensively at the same time by reducing your opponent's Accuracy while causing the damage of a normal attack.

Sprout Tower

Some say Sprout Tower was built around the swaying stem of a 100-foot-tall Bellsprout. Others claim the tower's central pillar sways because of the people training upstairs. In any case, Sprout Tower has long been a center for learning about Pokémon training. If you can make it to the very top, past the Trainers on the floors above, you'll win HM05 (Flash). You can complete this challenge any time before or after you take on Falkner in the Violet City Gym.

Floor 1F



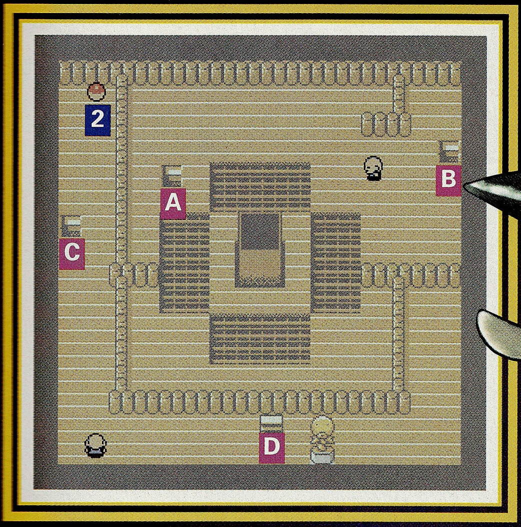
Items

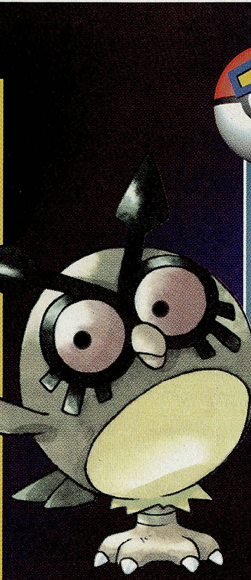
1. Parlyz Heal
2. X Defend
3. HM05 (Flash)
4. Escape Rope
5. Potion

NOTE

Match the lettered boxes on the maps to see where a staircase or transporter will lead.

Floor 2F



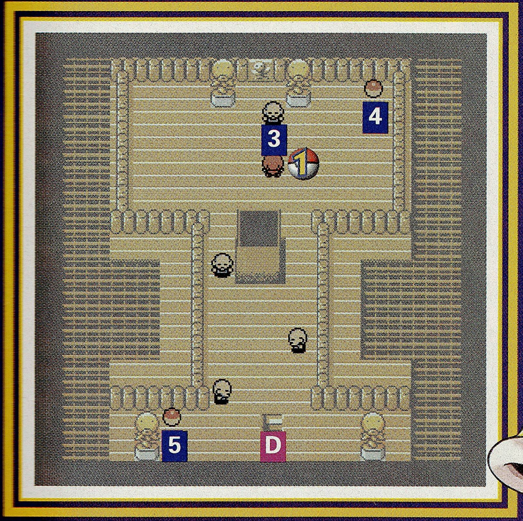


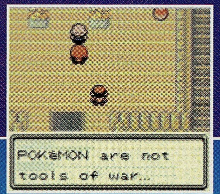
1 After you defeat the six Trainers on your way to the tower top, prepare for a surprise. Your Rival has beaten you and earned the Flash HM instead. One remains for you, but you must defeat the Elder Sage to get it. You can use Flash in battle to destroy the opponent Pokémon's Accuracy, but its main use is to illuminate dark caves!

Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
		Gastly			Gastly
Rattata			Rattata		

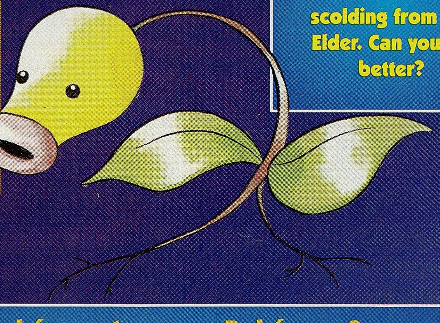
Floor 3F





POKéMON are not tools of war…

Your Rival receives a scolding from the Elder. Can you do better?

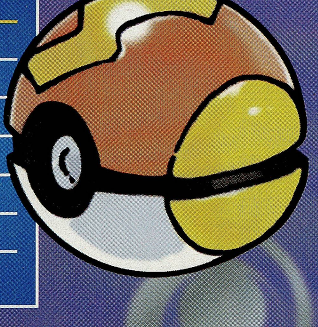


TIP

Enter the Sprout Tower during the nite, and you'll find its hallways haunted by Gastly! These ghostly apparitions receive no damage from Normal attacks, so make sure you have at least one Pokémon with the moves it takes to defeat them!

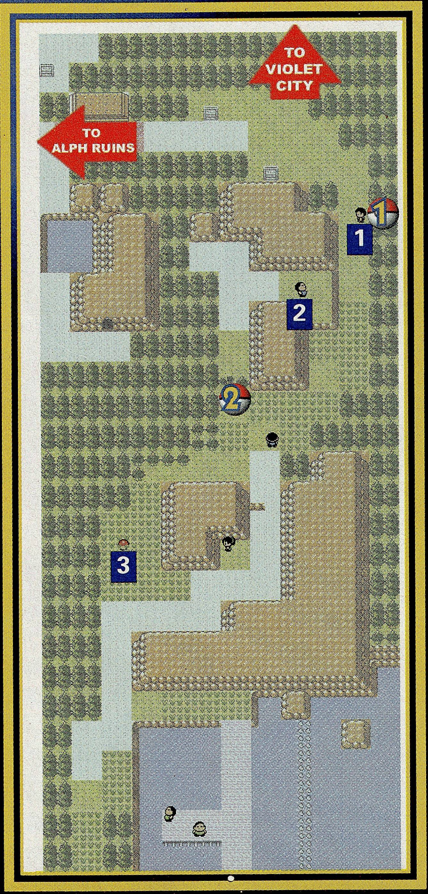
Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3
Nico	Sage	Bellsprout L3	BellsproutL3	BellsproutL3
Chow	Sage	BellsproutL3	BellsproutL3	BellsproutL3
Edmond	Sage	BellsproutL3	BellsproutL3	BellsproutL3
Jin	Sage	Bellsprout L6	—	—
Neal	Sage	Bellsprout L6	—	—
Troy	Sage	Bellsprout L7	Hoothoot L7	—
Li	Sage	Bellsprout L7	Hoothoot L10	Bellsprout L7



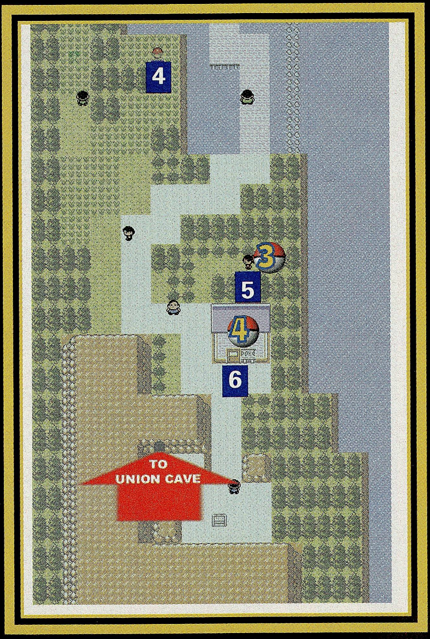
Route 32

Route 32 is one of the game's busiest routes! Here you'll find many different Trainer and Wild Pokémon types. In addition to finding Pokémon in the grass, once you pick up the Old Rod at the Pokémon Center, you can start fishing!



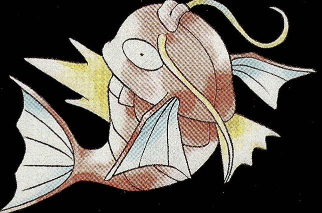
For you right now, just ₽1,000,000!

A Slowpoketail costs 1,000,000₽! That's outrageous (not to mention disgusting). Wait until you get to Azalea Town and find out why.



1 The people of Violet City are so friendly! This gentleman stands at the entrance to Route 32 and gives out souvenirs of the city to passersby. Talk to him to receive a Miracle Seed. Attached to a Pokémon, this token boosts the strength of its Grass-type moves.

2 After you pick up HM01 (Cut), you can destroy the tree blocking your way to this young man. Talk to him to get TM05 (Roar) as a reward. This move forces even the strongest opponent to flee when you battle Pokémon in the wild. In Trainer Battles, this move forces Trainers to exchange the opponent Pokémon for another in their belts.



Items

1. Miracle Seed
2. TM05 (Roar)
3. Potion
4. Great Ball
5. Poison Barb (only on Fridays)
6. Old Rod

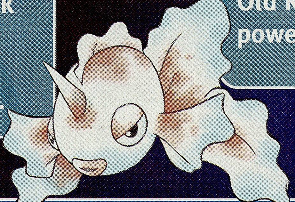
Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Bellsprout			Bellsprout		
			Ekans		
Hoppip			Hoppip		
Mareep			Mareep		
Rattata			Rattata		
		Wooper			Wooper
Zubat		Zubat	Zubat		Zubat
Magikarp			Magikarp		
Quagsire			Quagsire		
Tentacool			Tentacool		
Tentacruel			Tentacruel		

Route 32

3 On Fridays, check out this wooded area for Frieda of Friday. Frieda is one of a group of seven siblings who hand out items on certain days of the week. When you talk with Frieda on a Friday, she'll give you a Poison Barb. This token, when attached to a Pokémon, strengthens the power of its Poison-type moves.

4 Talk to the Fisherman inside the Pokémon Center and tell him you're interested in one of his fishing rods. He'll give you an Old Rod you can use to fish for some of the less powerful Water Pokémon in the area.



Trainer Information

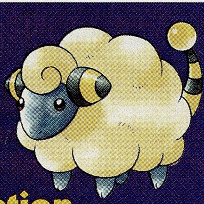
Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4
Albert	Youngster	Rattata L6	Zubat L8	—	—
Liz *	Picnicker	Nidoran ♀ L9	—	—	—
Henry	Fisher	Poliwag L8	Poliwag L8	—	—
Justin	Fisher	Magikarp L5	Magikarp L5	Magikarp L15	Magikarp L5
Roland	Camper	Nidoran ♂ L9	—	—	—
Ralph *	Fisher	Goldeen L10	—	—	—
Gordon	Youngster	Wooper L10	—	—	—
Peter	Bird Keeper	Pidgey L6	Pidgey L6	Spearow L8	—

*After your victory, ask this Trainer for his or her phone number!

Pokémon Sighting!

On Route 32 you'll find three new Pokémon—Wooper, Mareep, and Hoppip. Here's some information about the first two. You'll find information about the Hoppip under Route 39.

#179 Mareep



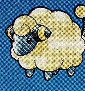
Basic Information

Type:	Electric
Height:	2'0"
Weight:	17 lbs.

Moves

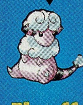
Tackle	Default
Growl	Default
Thundershock	L9
Thunderwave	L16
Cotton Spore	L23
Light Screen	L30
Thunder	L37

Evolution Information



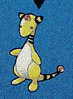
Mareep

L15



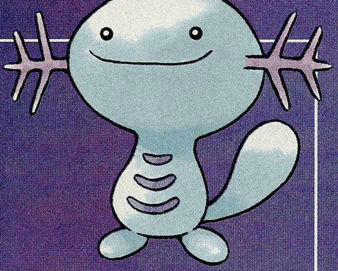
Flaaffy

L30



Ampharos

#194 Wooper



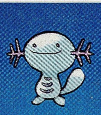
Basic Information

Type:	Water/ Earth
Height:	1'4"
Weight:	19 lbs.

Moves

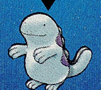
Water Gun	Default
Tail Whip	Default
Slam	L11
Amnesia	L21
Earthquake	L31
Rain Dance	L41
Mist	L51
Haze	L51

Evolution Information



Wooper

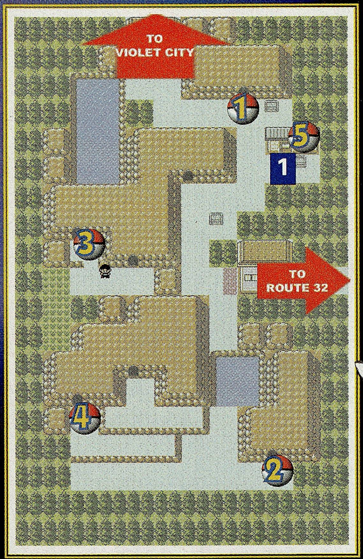
L20



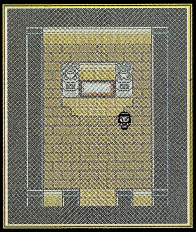
Quagsire

Ruins of Alph

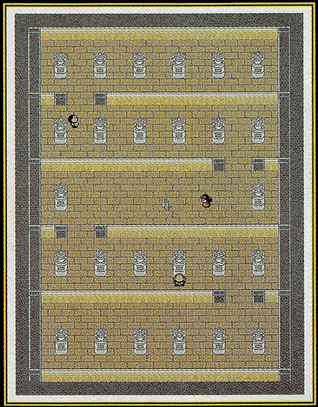
A strange and mysterious history lies behind the Ruins of Alph. The runes on the ruin walls indicate the existence of an ancient Pokémon type called an "Unown." You must figure out whether or not this Pokémon is extinct.

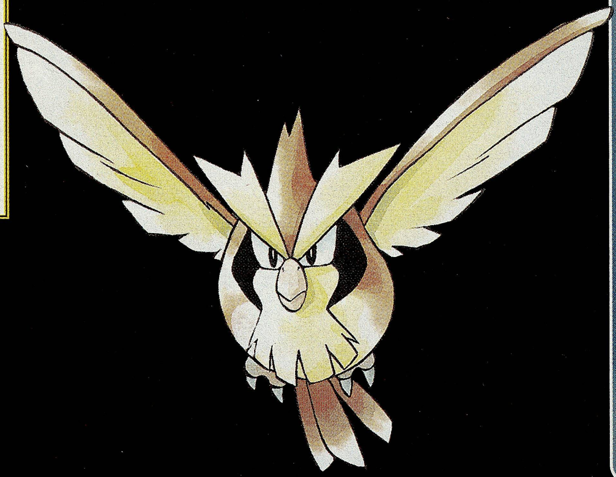


Puzzle Room



Ruins of Alph (Floor B1)





1 2 3 4

Complete the sliding-panel puzzles in the four Mystery Stone Panel Chambers around the ruins proper to partly solve the mystery behind the ruins and the Unown. At the start of the game, you can access only the first Stone Panel Chamber north of the Research Lab. The remaining three require HM03 (Surf) and a Pokémon who can use it. Chamber 2 lies south, across a small lake; gain access to chambers 3 and 4 through Union Cave. The more puzzles you solve, the more Unown variations you can capture in the ruins.

Items

Items
Unowndex

Trainer Information

Trainer's Name	Type	Pokémon 1
Nathan	Psychic	???

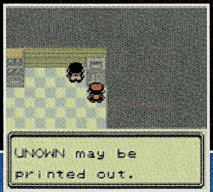
Wild Pokémon

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="3">Natu</td><td colspan="3">Natu</td></tr>
<tr><td colspan="3">Quagsire</td><td colspan="3">Quagsire</td></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td colspan="3">Poliwag</td><td colspan="3">Poliwag</td></tr>
<tr><td colspan="3">Wooper</td><td colspan="3">Wooper</td></tr>
</table>

NOTE Remember, you can find other Pokémon in the grassy plot of the Ruins of Alph!

5

Solving a stone slab puzzle sends a new flood of Unown variations into the ruins. There are 26 types of Unowns, one for each letter of the alphabet (alphabet, Ruins of Alph—get it?). Your challenge is to collect one of each type. To help you, scientists in the Ruins of Alph Research Center will give you an upgrade to your PokéDex called the Unowndex—but only once you've captured three different Unowns. This upgrade allows you to keep track of all the Unown variations in the order you catch them. Remember! To catch all the Unowns, you first must solve all four of the Stone Panel puzzles.

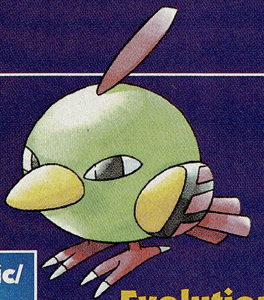

UNOWN may be printed out.

After you complete the Unowndex, take it to the scientists and they'll allow you to hook it up to a Game Boy® Printer. Now you can print messages and stuff using the Unown font!

Pokémon Sighting!

Reaching this new Psychic-type Pokémon takes time, but if you're a fan, the wait is worth it!

#177 Natu



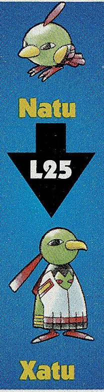
Basic Information

Type:	**Psychic/ Flying**
Height:	**0'8"**
Weight:	**4 lbs.**

Moves

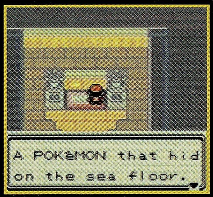
Peck	**Default**
Leer	**Default**
Niteshade	**L10**
Teleport	**L20**
Future Sight	**L30**
Confuse Ray	**L40**
Psychic	**L50**

Evolution Information

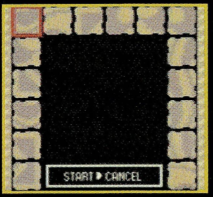


Solving the Stone Panel Puzzles

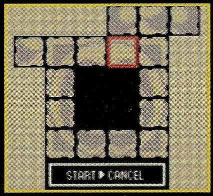
When you walk into a Mystery Stone Panel Chamber, you confront a huge stone slab with a sliding-panel puzzle on the left and a hint on the right. Read the hint to get an idea of what sort of picture you'll end up with if you succeed; then head left to start work on the puzzle. Each puzzle is a 4x4 grid with 16 pieces. When you solve a puzzle, something surprising happens.


A POKéMON that hid on the sea floor.

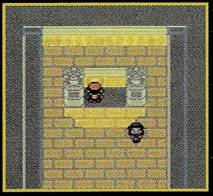
Read the tip for an idea of what to expect.



At the beginning, all the pieces are lined up around the puzzle's edge. Move the cursor over the piece you want and press Ⓐ. Press Ⓐ again to place the piece.



Once you find the corner and edge pieces, solving the rest of the puzzle is easier. The difficulty level increases with each puzzle.



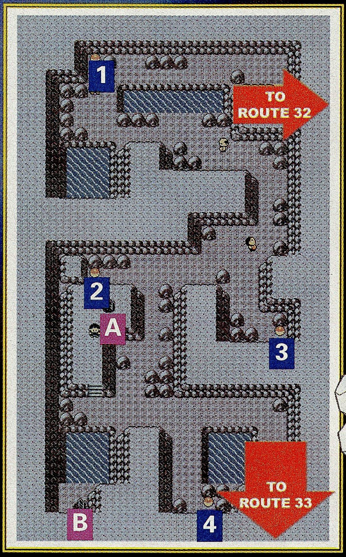
After you solve the puzzle, a panel falls away under your feet and you drop into the ruins. Do you feel a strange presence nearby?

If you feel a little lost, or if you have trouble solving the puzzles, check sealed section in the back of this book for the solution!

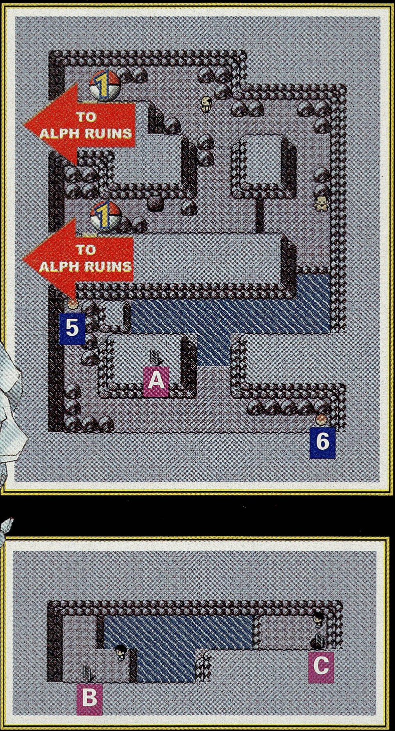
Union Cave

To reach Azalea Town and certain areas of the Ruins of Alph, you first must navigate the rocky tunnels of Union Cave. Talk to the Trainers you meet along the way to learn about a strange event that happens once a week. You must have the Surf move (HM03) before you can view it; thus, at the start of the game you can only imagine what you're missing.

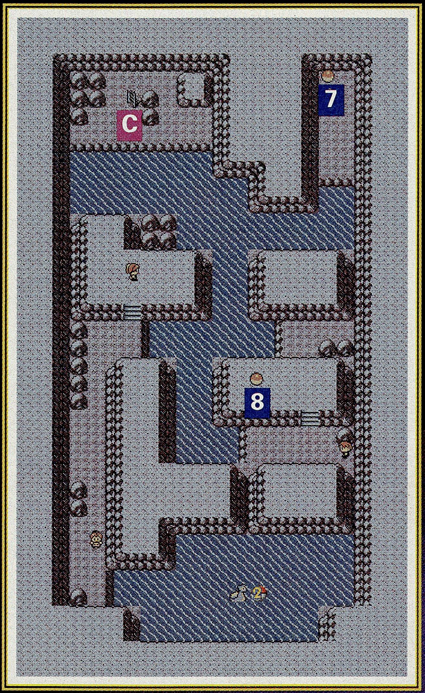
Floor 1F

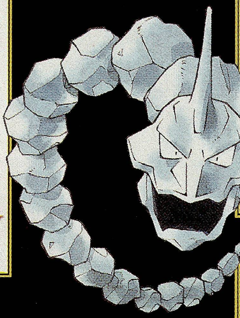


Floor B1



Floor B2





Tunnels in Union Cave lead back to the Ruins of Alph—specifically, to the final two puzzles. You must solve these puzzles to capture and collect all the Unowns, so be sure to head back there once you have the HM03 (Surf).

Items

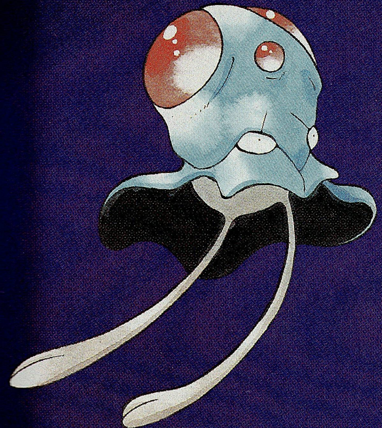
1. Potion
2. X Attack
3. Great Ball
4. Awakening
5. TM39 (Swift)
6. X Defend
7. Elixir
8. Hyper Potion

Wild Pokémon (Floor 1F)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Geodude			Geodude		
Onix			Onix		
Rattata			Rattata		
Sandshrew					
Zubat			Zubat		
Goldeen			Goldeen		
Magikarp			Magikarp		
Quagsire			Quagsire		
Seaking			Seaking		
Wooper			Wooper		

2 Every Friday, a talkative Lapras swims around the pool at the bottom of Union Cave. This is the only Lapras in the game that you can catch, so take the necessary precautions (save before attacking, and stock up on Poké Balls!).

You can come nose to nose with a Lapras only on Fridays.



Wild Pokémon (Floor B1)

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="3">Geodude</td><td colspan="3">Geodude</td></tr>
<tr><td colspan="3">Onix</td><td colspan="3">Onix</td></tr>
<tr><td colspan="3">Rattata</td><td colspan="3">Rattata</td></tr>
<tr><td colspan="3">Sandshrew</td><td></td><td></td><td></td></tr>
<tr><td colspan="3">Zubat</td><td colspan="3">Zubat</td></tr>
<tr><td colspan="3">Goldeen</td><td colspan="3">Goldeen</td></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td colspan="3">Quagsire</td><td colspan="3">Quagsire</td></tr>
<tr><td colspan="3">Seaking</td><td colspan="3">Seaking</td></tr>
<tr><td colspan="3">Wooper</td><td colspan="3">Wooper</td></tr>
</table>

Wild Pokémon (Floor B2)

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="3">Geodude</td><td colspan="3">Geodude</td></tr>
<tr><td colspan="3">Golbat</td><td colspan="3">Golbat</td></tr>
<tr><td colspan="3">Onix</td><td colspan="3">Onix</td></tr>
<tr><td colspan="3">Raticate</td><td colspan="3">Raticate</td></tr>
<tr><td colspan="3">Rattata</td><td colspan="3">Rattata</td></tr>
<tr><td colspan="3">Zubat</td><td colspan="3">Zubat</td></tr>
<tr><td colspan="3">Kingler</td><td colspan="3">Kingler</td></tr>
<tr><td colspan="3">Krabby</td><td colspan="3">Krabby</td></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td colspan="3">Quagsire</td><td colspan="3">Quagsire</td></tr>
<tr><td></td><td></td><td>Staryu</td><td></td><td></td><td>Staryu</td></tr>
<tr><td colspan="3">Tentacool</td><td colspan="3">Tentacool</td></tr>
<tr><td colspan="3">Tentacruel</td><td colspan="3">Tentacruel</td></tr>
<tr><td colspan="6">Lapras appears once every week on Fridays.</td></tr>
</table>

Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4
Daniel	Hiker	Onix L11	—	—	—
Russell	Hiker	Geodude L4	Geodude L6	Geodude L8	—
Bill	Firebreather	Koffing L6	Koffing L6	—	—
Larry	Pokémaniac	Slowpoke L10	—	—	—
Ray	Firebreather	Vulpix L9	—	—	—
Leonard	Hiker	Geodude L23	Machop L25	—	—
Phillip	Hiker	Geodude L23	Geodude L23	Graveler L23	—
Andrew	Pokémaniac	Marowak L24	Marowak L24	—	—
Calvin	Pokémaniac	Kangaskhan L26	—	—	—
Gwen	Cool Trainer	Eevee L26	Flareon L22	Vaporeon L22	Jolteon L22
Nick	Cool Trainer	Charmander L26	Squirtle L26	Bulbasaur L26	—
Emma	Cool Trainer	Poliwhirl L28	—	—	—

Route 33

Route 33 is a short, quick, little Route between Union Cave and Azalea Town. There's not much here but a single Trainer and a tree that bears Psncureberries.

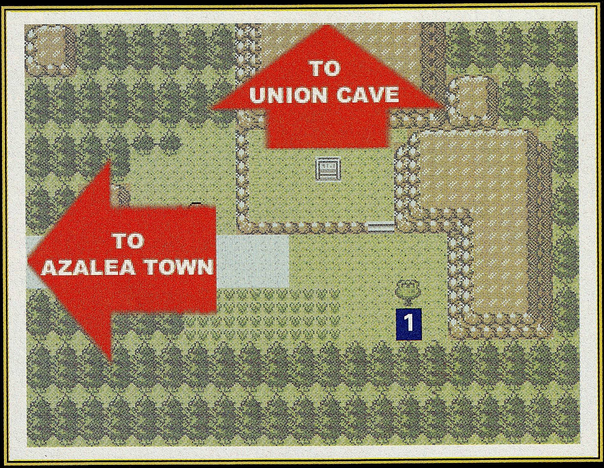
Items

1. Psncureberry

Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2
Anthony*	Hiker	Geodude L11	Machop L11

*After defeating this Trainer, ask him or her for their phone number!



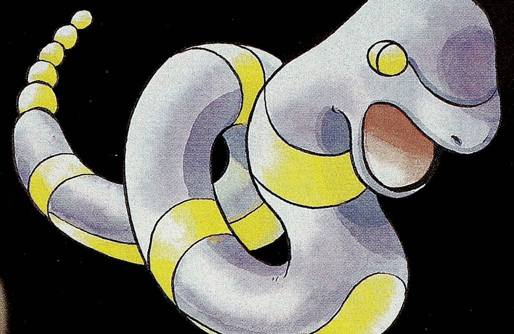
Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
			Ekans		
Hoppip			Hoppip		
Rattata			Rattata		
Spearow			Spearow		
Zubat		Zubat	Zubat		Zubat

1 Sometimes you can learn interesting things from the Trainers you meet on the road. Take Anthony—if you give him your phone number, there's a chance that he'll call with some interesting news about a rare Pokémon that appears every so often in Dark Cave.

Pokémon Sighting!

Here's some information about a strange plant Pokémon that appears in the area.



#187 Hoppip

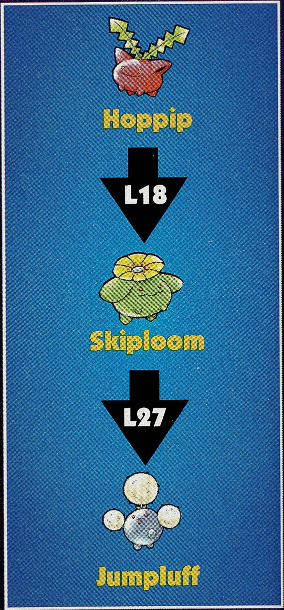
Basic Information

Type:	Grass/Flying
Height:	1'4"
Weight:	1 lb.

Moves

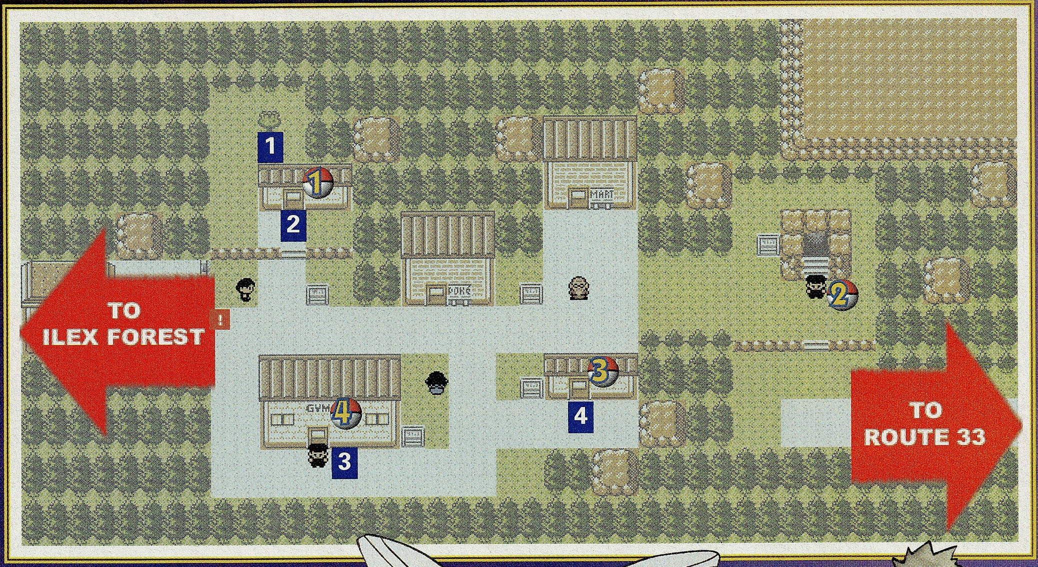
Splash	Default
Synthesis	Default
Tail Whip	L5
Tackle	L10
Poisonpowder	L13
Stun Spore	L15
Sleep Powder	L17
Leech Seed	L20
Cotton Spore	L25
Mega Drain	L30

Evolution Information



Azalea Town

There's much excitement going on in this small town. It seems as though Team Rocket is up to their old tricks. You'll have to foil their latest dastardly deed before you can get on to the business of the Pokémon Gym Challenge! And then there's the matter of a missing apprentice....

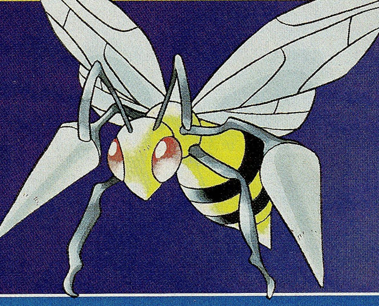


Items

1. WHT Apricorn
2. Lure Ball
3. Hive Badge, TM49 (Fury Cutter)
4. Charcoal

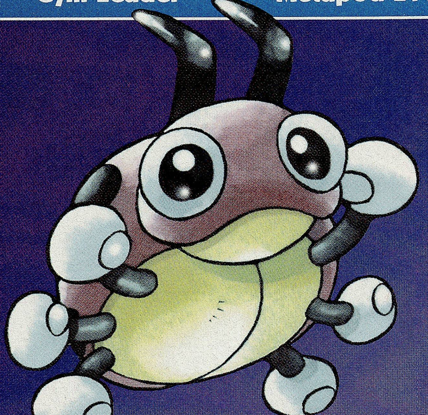
Pokémon Mart

Charcoal	₽9800
Poké Ball	₽200
Potion	₽300
Super Potion	₽700
Escape Rope	₽550
Repel	₽350
Antidote	₽100
Parlyz Heal	₽200
Flower Mail	₽50

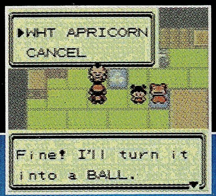


Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3
Amy & May	Twins	Spinarak L10	Ledyba L10	—
Al	Bug Catcher	Caterpie L12	Weedle L12	—
Josh	Bug Catcher	Paras L13	—	—
Benny	Bug Catcher	Weedle L7	Kakuna L9	Beedril L12
Bugsy	Gym Leader	Metapod L14	Kakuna L14	Scyther L16



1 The people in the town are pretty glum about the disappearance of their beloved Slowpoke, but Kurt is the only one willing to do anything about it. In calmer times, Kurt is known for his customized Poké Balls. He takes hollowed-out Apricorns and fits them with special devices, turning them into super-effective Poké Balls for catching certain types of Pokémon. If you help him with the Slowpoke dilemma, he'll make some of these special Poké Balls for you, starting with a Lure Ball. Afterwards, all you have to do is bring him an Apricorn and after 24 hours have elapsed, he'll have completed another Poké Ball.


▶WHT APRICORN
CANCEL

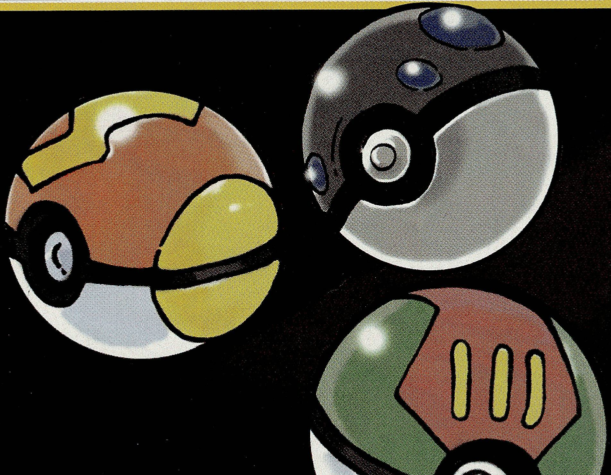
Fine! I'll turn it into a BALL.

When you want Kurt to make you a special Ball, just bring him an Apricorn!

TIP

The color of the Apricorn corresponds to the type of Ball Kurt can make. For example, the WHT Apricorn tree behind Kurt's house is used to create Fast Balls. Here's a brief conversion table to help you decide which Apricorns to gather.

APRICORN NAME	LOCATION	SPECIAL BALL
BLK Apricorn	Route 37	Heavy Ball
BLU Apricorn	Route 37	Lure Ball
GRN Apricorn	Route 42	Friend Ball
PNK Apricorn	Route 42	Love Ball
RED Apricorn	Route 37	Level Ball
WHT Apricorn	Azelea Town	Fast Ball
YLW Apricorn	Route 42	Moon Ball

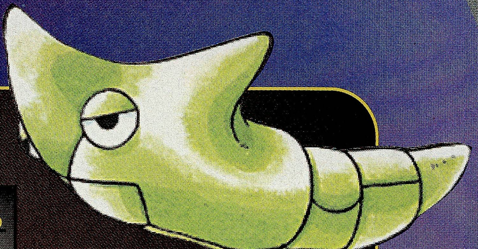


2 When you first arrive in Azalea Town, the entrance to Slowpoke Well is blocked by a suspicious character. When Kurt goes rushing off to help the Slowpoke, he takes care of the guard and you can follow him into the well. Wonder what's going on down there?

3 Once you take care of Team Rocket in the Slowpoke Well, head toward the Charcoal Kiln. The Charcoal Man is concerned that his Apprentice has been gone so long in the Ilex Forest. Is it laziness or is he lost? Go into the Ilex Forest and try to find out what's going on. Then, when the mystery is solved, return to the Charcoal Kiln to receive a reward from the Apprentice: a piece of Charcoal! Charcoal, when attached to a Pokémon, increases the strength of its Fire-type moves!

4 The other thing you can do once you've taken care of the problem in Slowpoke Well is take on Bugsy, the Leader of the Azalea Town Gym. Free the Slowpoke and your entrance is no longer barred. Be careful, though! Bugsy's Bug-themed Gym is full of hidden dangers! You will want to stock up on Antidote potions before you take them on.

Gym Leader Battle:
Bugsy of the Azalea Town Gym



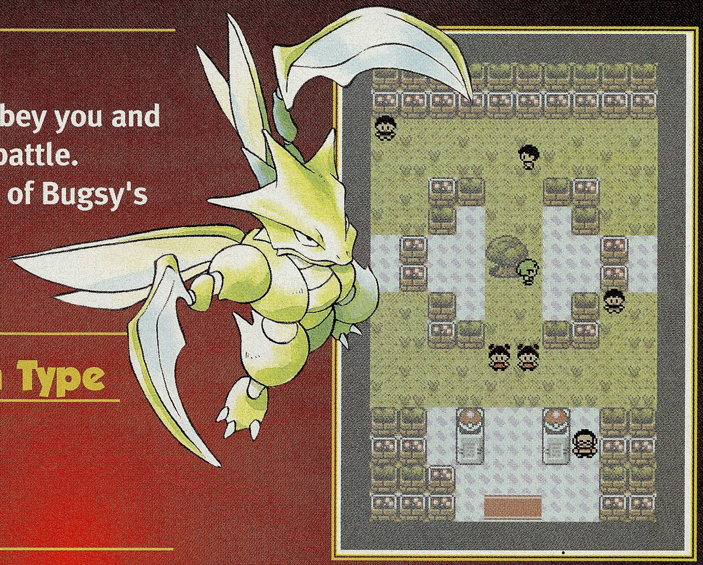
Battle Pokémon

Metapod ♂ L14	Kakuna ♂ L14	Scyther ♂ L16
Tackle	Poison Sting	Quick Attack
String Shot	String Shot	Leer
Harden	Harden	Fury Cutter

Prizes

Hive Badge: Makes Pokémon up to L30 obey you and allows you to use HM01 (Cut) outside of battle.

TM49 (Fury Cutter): This move, a favorite of Bugsy's Scyther, increases in power every turn it is successfully used. The increase in strength stops when the attack misses.

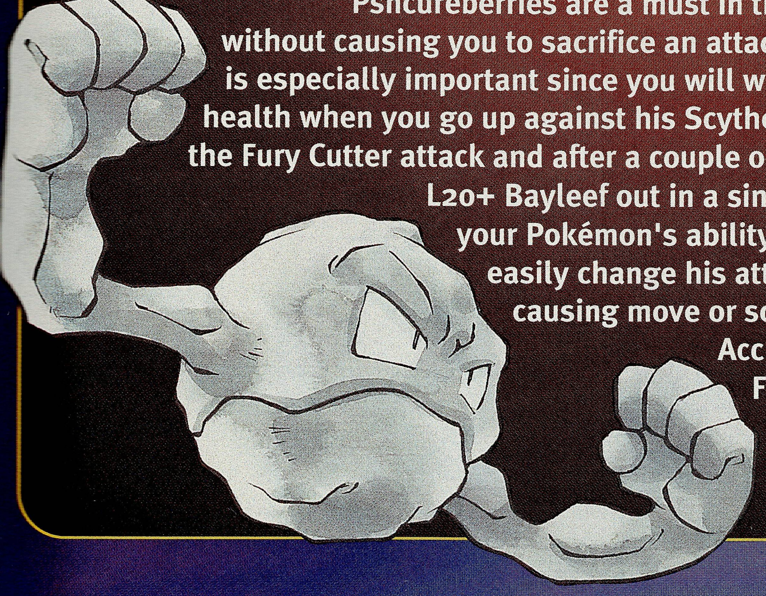


Recommended Pokémon Type

Fire
Rock
Water

In a nutshell, Bug-type Pokémon don't like fire, so if you have Quilava on your team you're all set! They also don't like the attacks of Flying- or Rock-type Pokémon, so if you've been training a Pidgey, Hoothoot, Geodude or Onix, you are also primed for this battle. Even a Croconaw-based team will have no problem with the Bug-theme of the Azalea City Gym. Bayleef-based teams, on the other hand, have a bumpy road ahead of them since Bug Pokémon have a huge advantage over Grass Pokémon.

Psncureberries are a must in this Gym, since they will cure Poison without causing you to sacrifice an attack round. In the battle with Bugsy, this is especially important since you will want to bring out a Pokémon in full health when you go up against his Scyther. Bugsy's Scyther relies heavily upon the Fury Cutter attack and after a couple of rounds it has the strength to take a L20+ Bayleef out in a single blow. If you are concerned about your Pokémon's ability to take this monster out, you can easily change his attack plan with the use of any Paralysis-causing move or something that will decrease his Accuracy. A Mareep or Flaaffy armed with Flash and Thunderwave is a good investment for this battle.



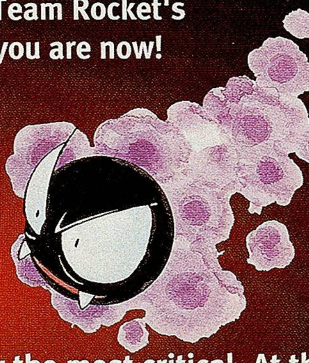
Rival Battle #2!

When you go to enter the Ilex Forest (any time after you complete the Slowpoke Well event), you'll quickly find your path blocked by your trash-talking Rival. He can't believe that you of all people managed to foil Team Rocket's Slowpoketail scheme, and he wants to see how strong you are now!

Watch your back when you go to enter the Ilex Forest. You don't want your rival to sneak up on you!

Battle Pokémon

Gastly	L12
Zubat	L14
Bayleef, Croconaw or Quilava (based on your Starting Pokémon)	L16

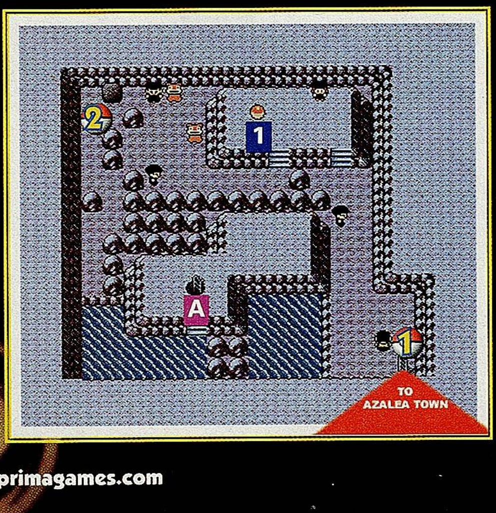


Of all of the Rival Battles in the game, this is probably the most critical. At this point in the game, you've both been collecting and training your Pokémon for awhile and this is the first battle where you'll get to see how compatible these teams are. In addition, this battle will make it clear that your opponent's Starting Pokémon has an advantage over your own. Namely, your Rival will always choose as his Starting Pokémon the one that is strongest against yours. As a result, it is a good idea to have another Pokémon waiting in the wings if things start to look bad (as in the case of his Quilava against your Bayleef). Consider bringing a Mareep/Flaaffy, or any other complementary Pokémon into battle.

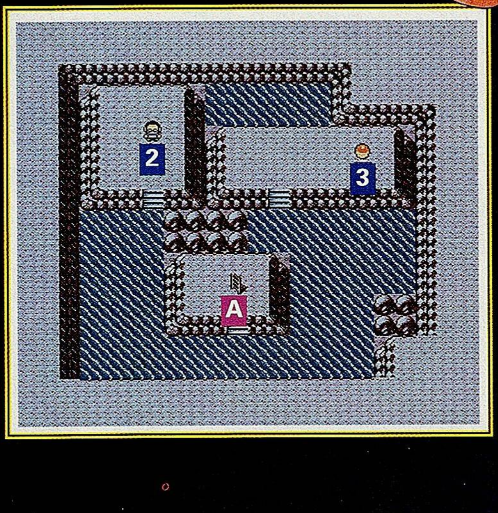
Slowpoke Well

The Slowpoke Well was originally called Rainmaker Well but was renamed 400 years ago after a Slowpoke's yawn summoned a rainstorm that brought an end to a drought. Now, this well has been taken over by Team Rocket as the base of operations for their new business: Slowpoketails! These tasty treats are made by cutting the tails off of the loveable Slowpoke who live in the area, and now the human residents are getting concerned.

Floor 1F



Floor B1



Items

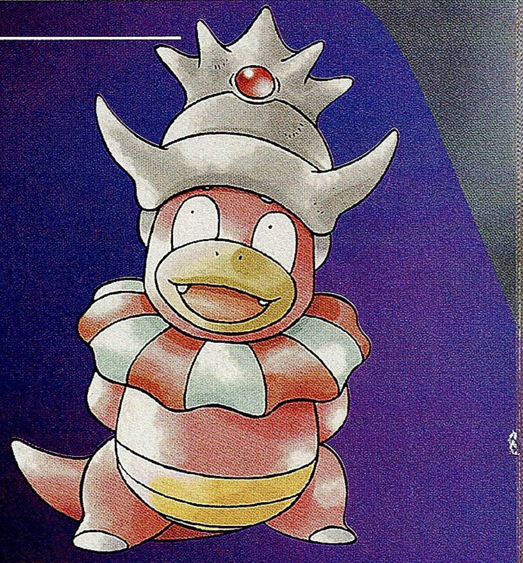
1. Super Potion
2. King's Rock
3. TM18 (Rain Dance)

NOTE

Match the lettered boxes on the maps to see where a staircase or transporter will lead.

Wild Pokémon (Floor 1F)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Slowpoke			Slowpoke		
Zubat			Zubat		
Goldeen			Goldeen		
Magikarp			Magikarp		
Seaking			Seaking		
Slowpoke			Slowpoke		



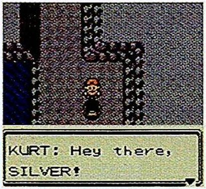
Wild Pokémon (Floor B1)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Golbat			Golbat		
Slowpoke			Slowpoke		
Zubat			Zubat		
Goldeen			Goldeen		
Magikarp			Magikarp		
Seaking			Seaking		
Slowbro			Slowbro		
Slowpoke			Slowpoke		

Trainer Information

Trainer's Name	Pokémon 1	Pokémon 2	Pokémon 3
Rocket Grunt A	Rattata L9	Rattata L9	—
Rocket Grunt B	Zubat L9	Ekans L11	—
Rocket Grunt C	Rattata L7	Zubat L9	Zubat L9
Rocket Grunt D	Koffing L14	—	—

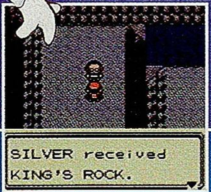
1 To get into the Slowpoke Well you must first seek out Kurt in Azalea Town. He then chases the guards away before tumbling into the well and throwing out his back. Ouch! Now, it's your turn to take over and run Team Rocket out of town!



KURT: Hey there, SILVER!

Kurt means well, but a terrible accident means that you have to shoulder the job of defeating Team Rocket and saving the Slowpoke!

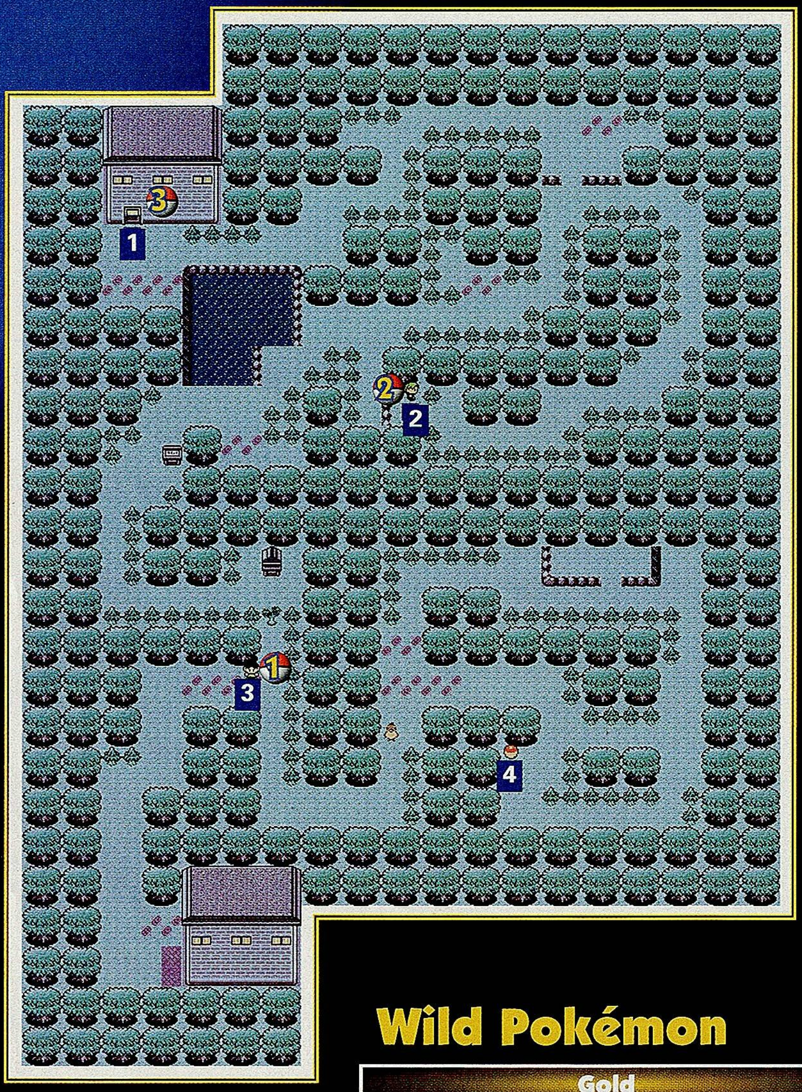
2 Once you get the ability to use both HM04 (Strength) and HM03 (Surf), return to the Slowpoke Well and venture down to the basement. You'll meet a Slowpoke researcher there who has discovered that Slowpoke holding the King's Rock often get bitten by Shellder and evolve into Slowking! Take the King's Rock he gives you and try it out for yourself!



SILVER received KING'S ROCK.

Attach the King's Rock to a Slowpoke of your own and see what happens when you trade it to a friend over a Game Link!

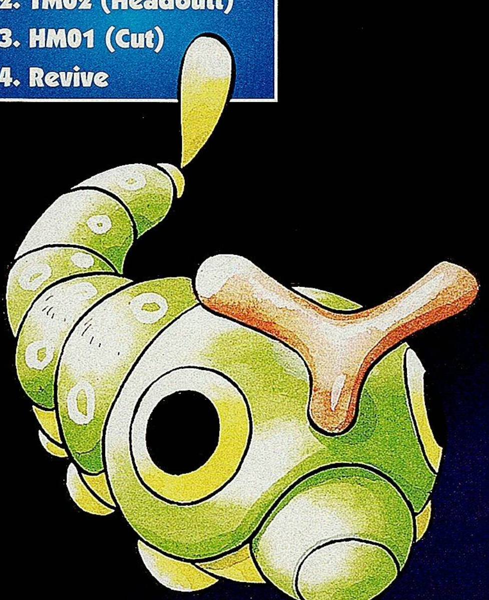
Ilex Forest



Ilex Forest is known for its size and frightening darkness. It is very easy to get lost in here! You'll need HM01 (Cut) in order to get to the end of the forest, so keep an eye out for the opportunity to earn that item!

Items

1. TM12 (Sweet Scent)
2. TM02 (Headbutt)
3. HM01 (Cut)
4. Revive

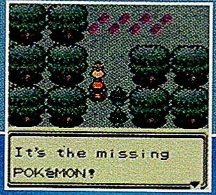


Wild Pokémon

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="2">Caterpie</td><td></td><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td><td colspan="2">Kakuna</td><td></td></tr>
<tr><td colspan="2">Metapod</td><td></td><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td>Oddish</td><td></td><td></td><td>Oddish</td></tr>
<tr><td colspan="3">Paras</td><td colspan="3">Paras</td></tr>
<tr><td></td><td></td><td></td><td colspan="2">Weedle</td><td></td></tr>
<tr><td colspan="3">Zubat</td><td colspan="3">Zubat</td></tr>
<tr><td colspan="3">Golduck</td><td colspan="3">Golduck</td></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td colspan="3">Poliwag</td><td colspan="3">Poliwag</td></tr>
<tr><td colspan="3">Psyduck</td><td colspan="3">Psyduck</td></tr>
</table>

1

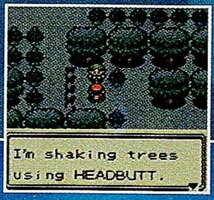
The Charcoal Man's Apprentice (from Azalea Town) is in a frenzy. He's lost his master's FarFetch'd and is afraid to go too deep into the forest to find it. Chase the FarFetch'd around the forest until you get it back to where the Apprentice is waiting. The Charcoal Man will meet you there and reward you with HM01 (Cut). Once you teach Cut to one of your Pokémon, it will be able to cut down the small saplings that block the path to the northern part of the forest. In addition, you should return to the Charcoal Kiln to get a special reward from the Apprentice himself.


It's the missing POKéMON!

Chase the FarFetch'd back to its owners to get a great reward!

2

Be sure to pick up TM02 (Headbutt) from this guy as you make your way through the forest. This is one of a few "regular" moves that has both battle and field uses. In the field you can use it to shake the Pokémon out of the small triangular trees that grow in the shadow of the larger ones. The Pokémon who appear differ based on whether the tree is considered a "Mountain Tree" or a "Forest Tree." There are four Pokémon that can only be found in this way, so start headbutting those trees!


I'm shaking trees using HEADBUTT.

Shaking small trees (like the one next to the boy) is a lot of fun!

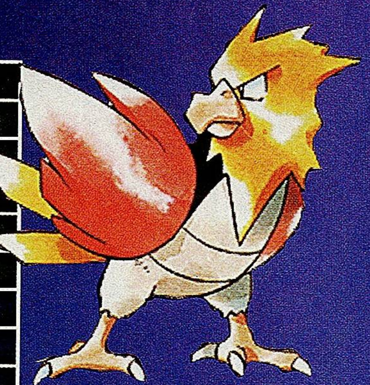
3

Talk to the Butterfree Trainer in the gatehouse and she'll give you TM12 (Sweet Scent). When you use this move outside of battle, it attracts Wild Pokémon to you.

POKÉMON FOUND WHILE HEADBUTTING TREES

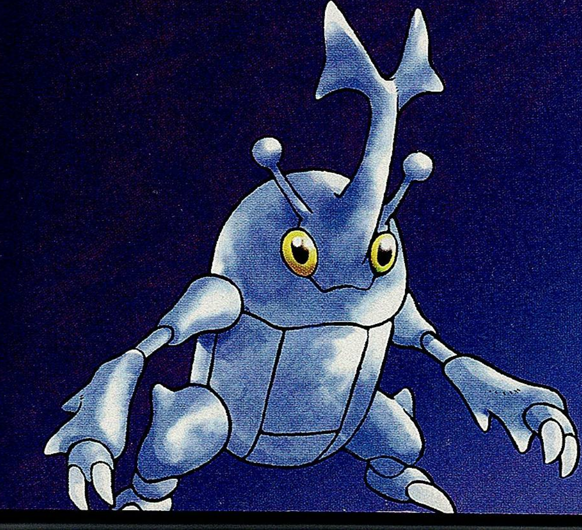
	GOLD VERSION	SILVER VERSION
Forest Trees	Caterpie	Weedle
	Metapod *	Kakuna *
	Butterfree	Beedrill
	Exeggcute	Exeggcute
	Pineco *	Pineco *
Mountain Trees	Aipom	Aipom
	Heracross *	Heracross *
	Spearow	Spearow

*These Pokémon appear in special locations.

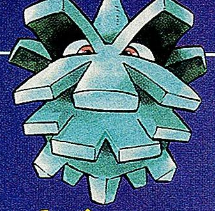


Pokémon Sighting!

Headbutting the trees in this forested area is sure to uncover the mysterious Pineco. Another place to look is around the Lake of Rage!



#204 Pineco



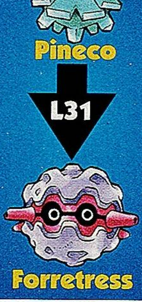
Basic Information

Type:	Bug
Height:	2'0"
Weight:	16 lbs.

Moves

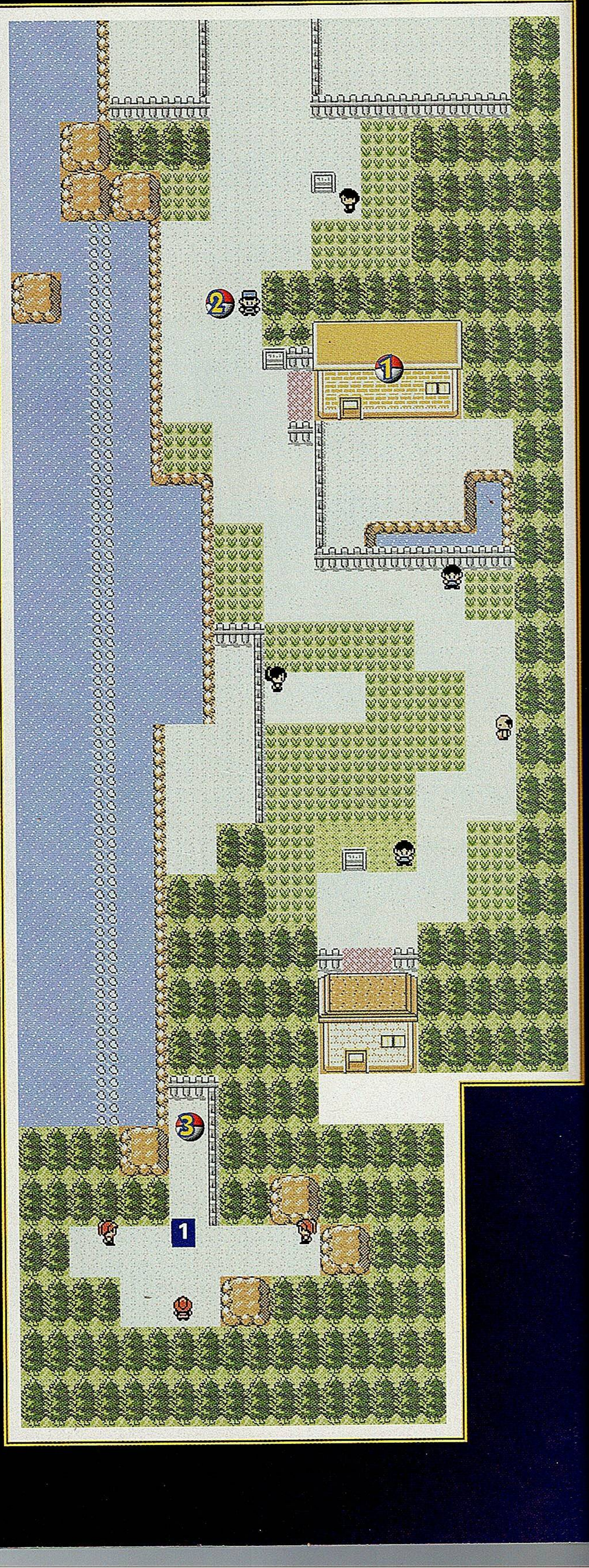
Tackle	Default
Protect	Default
Selfdestruct	L8
Take Down	L15
Rapid Spin	L22
Bide	L29
Explosion	L36
Spikes	L43
Double-Edge	L50

Evolution Information



Route 34

This long stretch of road next to the sea is one that you will travel upon quite often, especially if you are in pursuit of all the baby Pokémon you can find! Route 34 is home to the Day-Care, a place run by an elderly couple with a knack for training Pokémon and letting surprising things happen. If the Day-Care doesn't interest you, then continue north to the metropolitan Goldenrod City, where many diversions await!

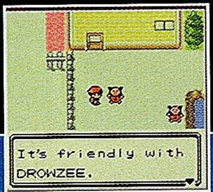


Items

1. Soft Sand

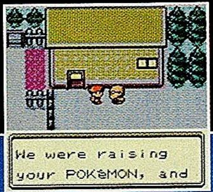
1

The Day-Care on Route 34 serves a dual purpose. Its main goal is to train your Pokémon for you. You can leave up to two Pokémon with the couple who run the facility and, for a one-time fee of ₽100 plus ₽100 for every level the Pokémon grows, they will take care of and train your Pokémon while you continue adventuring. However, if you happen to leave two Pokémon behind of different genders (i.e. a male and a female), there's a chance that something miraculous will happen by the time you return: a Pokémon Egg will be born! See Chapter 3 for more in-depth information about how to breed Pokémon!



It's friendly with
DROWZEE.

Only Pokémon who are interested in one another have a chance of producing a Pokémon Egg. Talk to them out in the yard to find out their feelings for one another.



We were raising
your POKéMON, and

If your Pokémon have produced an Egg, you'll find the Day-Care Man waiting for you outside in the yard. You can even see him from Route 34!